

WAP!



PHOBIA

A NIGHTMARE COME TRUE

THE DUEL

PORSCHE 959 VS FERRARI F40

WICKED

SELL YOUR SOUL
TO ELECTRIC DREAMS

FOFT

IT'S HERE, IT'S HOT

BLOOD MONEY

I'D KILL THAT FOR A DOLLAR!

STORM ACROSS EUROPE

EXCLUSIVE: SSI'S FINEST WAR

NEW ZEALAND STORY

KIWIS GO
KRAZY AT DAWN



He's used to getting what he wants...

He's big. He's back. He's James Bond 007.....and now in a thrilling adaptation from the new movie Licence to Kill, you can take his place.

Licence to Kill is a multi-level, multi-role game – you take the controls of helicopters, boats and tankers, perform some death-defying parachute stunts and take to the seas for a spot of barefoot waterskiing. A steady aim and steady fire is needed – shoot from the hip and take out the 'baddies'.

It's action packed and closely follows the latest adventures of the world's best kept Secret Agent in the brand new and most exciting movie of them all.

James Bond in Licence to Kill.....
appearing shortly on
a small screen near you.



ALBERT R. BROCCOLI
Presents
TIMOTHY DALTON
as IAN FLEMING'S
JAMES BOND 007[™]

LICENCE TO KILL

Coming soon on the
Atari ST, Amiga, IBM PC, Commodore 64, Amstrad and Spectrum



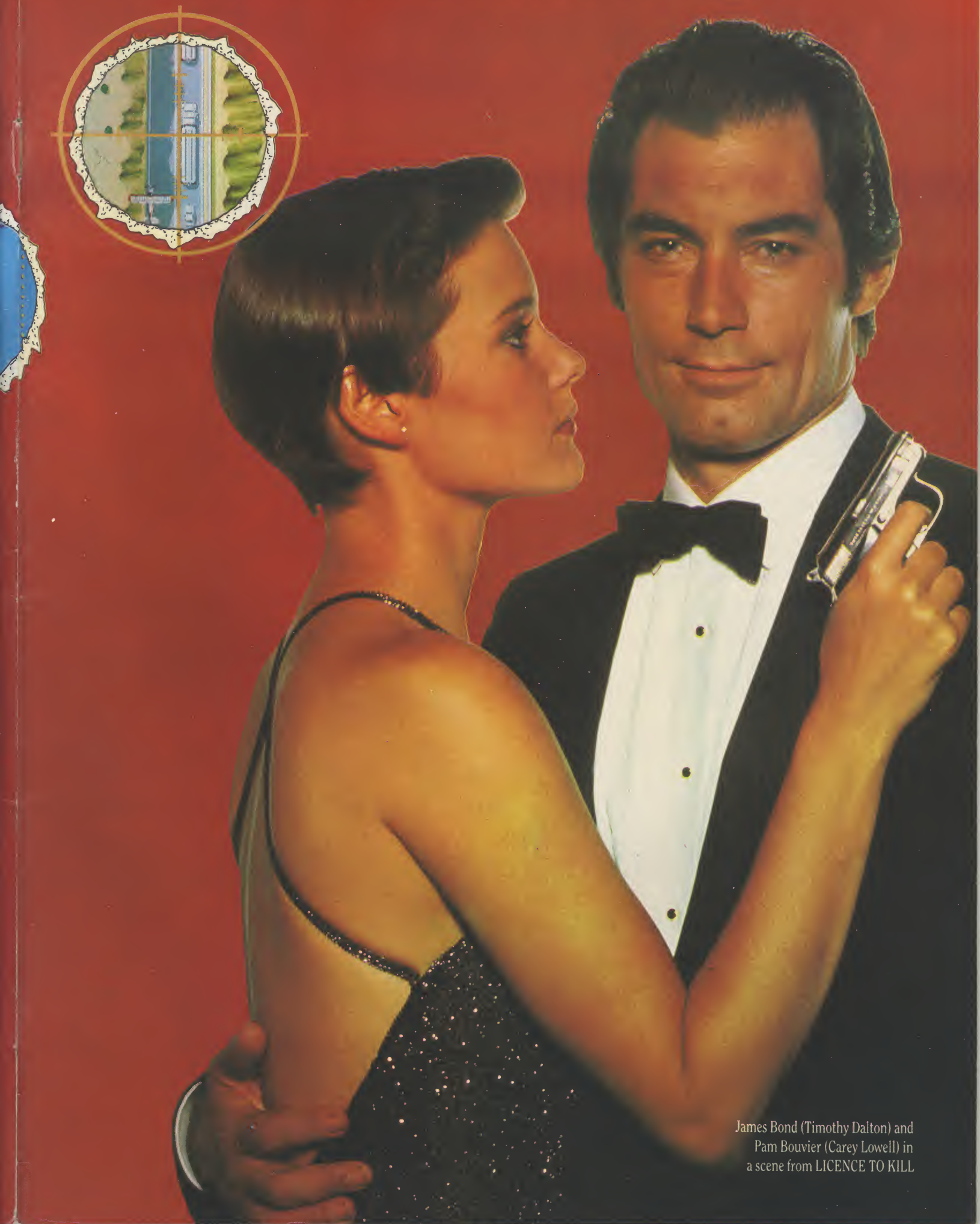
Gun Logo Symbol © 1962 Danjaq, S.A. and United Artists Company © 1988 Danjaq, S.A. and United Artists Company. All Rights Reserved.

DoMark Limited, Ferry House 51-57 Lacey Road, Putney, London, SW15 1PR. Telephone 01-780 2224

Distributed by MGM/UA Distribution Co.



... This time he wants revenge.



James Bond (Timothy Dalton) and
Pam Bouvier (Carey Lowell) in
a scene from LICENCE TO KILL

KICK OFF



BLISTERING PACE
PIXEL PERFECT PASSING
SUPERB TACTICAL PLAY

A Soccer Simulator which
 is not only accurate and
 realistic but is also
 great fun to
 play

Whatever your style of play may be, be it playing the Long Ball or playing the Sweeper, your players will be in position to receive the passes, control the midfield and tackle an advancing striker. Each player on the field is an individual with a unique combination of four attributes - Pace, Accuracy, Stamina and Aggression. Watch out for the Brazilians at the International level, they are dynamite.

* Full size multi-directional scrolling pitch with scanner showing all the players on the field.

* Option to practice and learn ball control, take corners and practice penalties.

* 5 Skill levels, International to Sunday League. The levels of both teams set separately. The ultimate challenge is the defeat of the star studded team of Internationals by the Sunday League of no hopers. A super human test of skill and concentration.

* One or two players option. * 4 distinct tactics.

* League competition for 1 to 8 players. Load and Save League facilities.

* Simple controls to dribble, shoot, pass, chip or head the ball or do a sliding tackle.

* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

* 9 types of Corner kicks, Penalties, Yellow and Red cards and a host of other features like players getting tired by the end of the game, time wasting, injury time, etc.



PLAYING IT IS EASY

MASTERING IT WILL TAKE TIME - A LOT OF TIME

AVAILABLE ON	
AMIGA	£19.95
ATARI ST	£19.95
CBM 64 Cassette	£9.95
CBM 64 Disk	£14.95
IBM PC Comp.	£24.95



AMIGA



AMIGA



ATARI ST



ANCO

ANCO SOFTWARE LTD., UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD,
 DARTFORD, KENT. Mail Order by Cheque, Postal Order, ACCESS or VISA.
 Telephone No.: 0322 92513/92518. FAX No.: 0322 93422.



ISSUE 51 JULY, 1989

CONTENTS

RANDY REGULARS

8 THE WORD

News, reviews and an editorial intro for the new team.

20 LLOYD'S RRAP

Bag bonce scrutinises your views on everything from exclamation marks to the religious significance of ZZAP!

22 RESULTS

Ken reveals all (phew, fish fanciers!) about which lucky readers have won piscatorial prizes.

24 HERE COMMS RANDY

Randy gets out his monster modem and runs up a huge phone bill.

26 SCORES

The alien celebrates the passing of the old team with a glass of Domestos and lots of scores.

28 COR BLIMEY!

The team take a look at the latest budgies and get some cheap Trill.

32 TIPS OOT FOR THE LADZ

Cor, that Geordie gets everywhere. Randy takes over the tips section and reveals his ROCKET RANGER solution.

45 WALKER'S PUDDING

Piping hot and almost good enough to eat, the acid man's little bun is near to coming out of the oven.

48 NORMAN NUTZ

After last month's massive Vomit explosion, a mad professor performs adventurous experiments.

55 CLASSIFIEDS

Classified information is brought to light – but don't tell MI5!

63 ZZUPERSTORE

The fiendish Dr Frey shows off more bargains from his basement.

80 PREVIEWS

Go down under with NEW ZEALAND STORY, and see a nice big dollop of DOMINATOR.

FABBO FEATURES

42 FREE POSTER!

A perfect POWERDROME piccy with tips on its backside!

58 STRATEGY SPECIAL

Welsh wizard, Robin Hogg, fought a one-man war to get a full five pages especially for tactical types.

66 A DAY IN THE LIFE – RANDY UNEARTHED

All religious protests and police enquiries to the man himself.



CANDID COMPETITIONS

31 GET YOUR PICTURE IN ZZAP!

Yes, do a doody doodle and win SCULPT 4D from Psygnosis.

44 VROOM VROOM . . .

Electronic Arts get revved up and offer a super Scalextric set.

53 DESIGN A JOYSTICK

Take a trip to Alton Towers and make a joystick at Powerplay's factory.

GORY GAMES

11 PHOBIA

Scare yourself silly in Imageworks' stunning 64 shoot-'em-up Sizzler.

12 PROJECT FIRESTART

More frightening fun in an 'Aliens'-style interactive movie.

16 TEST DRIVE II

The ultimate driving game with two of the world's fastest cars!

67 ARCHIPELAGOS

If you thought THE SENTINEL was weird, take a look at Logotron's amazing 3-D Amiga experience.

68 BLOOD MONEY

David Jones, programmer of MENACE, has produced another brill Amiga shoot-'em-up.

71 MILLENNIUM 2.2

An amazingly atmospheric mixture of strategy and space exploration.

76 WICKED

Totally original and highly addictive action from Electric Dreams

77 FOFT

Gremlin get it right on the Amiga with an Elite for the 90s.

GAMES REVIEWED

ARCHIPELAGOS (Amiga) (S)	67
BALANCE OF POWER (Amiga) (S)	59
BLOOD MONEY (Amiga) (S)	68
BATTLETECH (Amiga)	50
BATTLETECH (Amiga)	50
BOMB JACK II	28
CIRCUS ATTRACTION	18
DARK SIDE (Amiga)	70
THE DUEL: TEST DRIVE II	16
THE DUEL: TEST DRIVE II (Amiga) (S)	16
FEDERATION OF FREE TRADERS (Amiga) (S)	77
GILBERT – ESCAPE FROM DRILL	13
GOLD RUSH (Amiga)	49
GRAND MONSTER SLAM	74
GRAND MONSTER SLAM (Amiga)	74
HALLS OF MONTEZUMA	62
JACK NICKLAUS' GREATEST 18	
HOLES OF MAJOR CHAMPIONSHIP GOLD	14
KOKOTONI WILF	28
LORDS OF THE RISING SUN (Amiga) (S)	58
MILLENNIUM 2.2 (Amiga) (S)	71
NAVY MOVES	14
OVERRUN!	61
PHOP'A (S)	11
PROJECT FIRESTART (S)	12
THE REAL GHOSTBUSTERS (Amiga)	77
SHOGUN (Amiga)	48
STORM ACROSS EUROPE (S)	60
STORMLORD	15
STREET CRED BOXING	28
TOTAL ECLIPSE (Amiga)	70
WICKED (Amiga) (S)	76

THE

STAR! 64



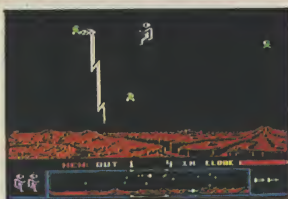
BLOCKB U
U.S. GOLD
the UK's top game



Telescopic limbs, ace weaponry and bionic power! Destroy the deadly foe — you are our only hope...

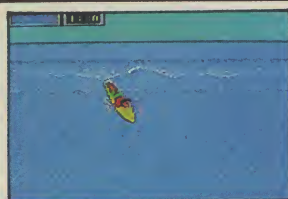
BIONIC COMMANDO™

CAPCOM™



Plunge into a futuristic space battle and attack the aliens with your jet-powered backpack!

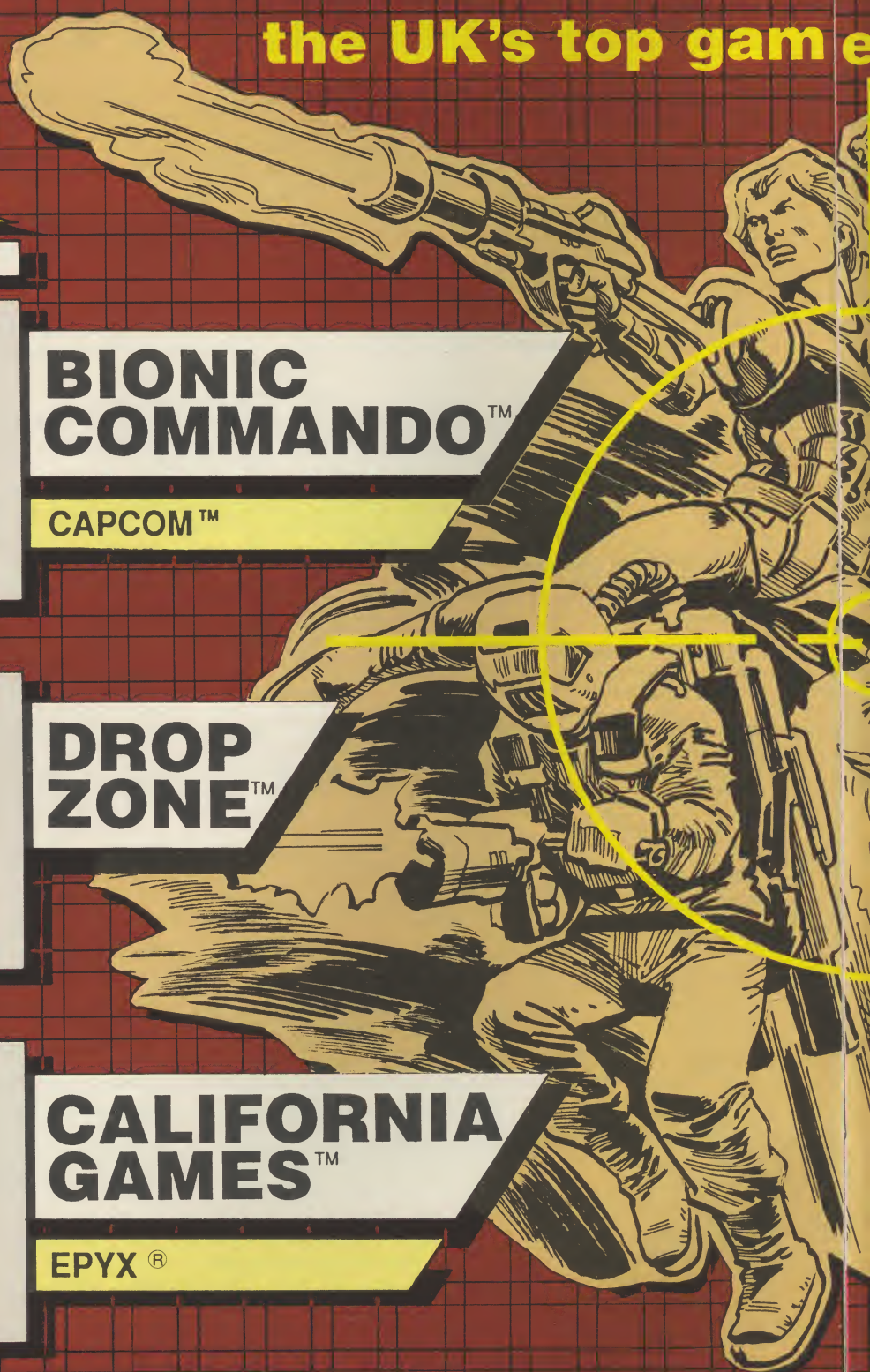
DROP ZONE™



Surf, sun and six top West Coast sports to set your pulse racing! Will you be California Champ?

CALIFORNIA GAMES™

EPYX®



COLLECTION: VOL I



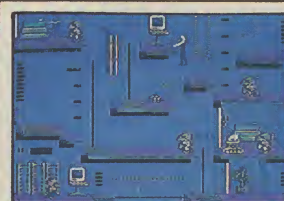
5

**MIND
BLOWING**

**BUSTERS FROM
D — selected by
m ers on ZZAP!64**

IMPOSSIBLE MISSION II™

EPYX®



Evil Elvin Atombender is back in power. Your mission: Infiltrate and neutralise his five tower stronghold...



SOLOMON'S KEY™

TECMO™



Return to an age of mystery and intrigue. Survive to find King Solomon's fabled treasure...



U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388



ORD

After the party

No sooner than a birthday bottle of champagne is broken over the free cassette on Issue 50 than it's all change at the Towers. Gordon Houghton, after almost a year as Editor, has left along with Kati Hamza and Maff Evans. While Maff plans superstardom – or preferably cult status – with his group Assimilate Four, Gordon and Kati are pursuing the slightly more prosaic career of freelance journalists back down South.

The new ZZAP! team includes Robin 'from the Valleys' Hogg (winner of last year's intermagazine challenge (ha!)), military enthusiast, Kerrang! reader (Lorraine Lewis – phwoar!) and estate agent firebomber), Phil King, (sports fan, Alice Cooper devotee and skateboarding superstar) and me (Trekkie, REM fan and C128 owner – there has to be one). Together with Paul (how many pictures of me can I get in one issue?) Rand, Ken D Fish and new contributor, Prof Norman Nutz, we hope to keep increasing the quality of your monthly ZZAP!.

To this aim the reviews have been tinkered with (again), the intros lengthened to allow more detail on games as complex as *Millennium 2.2* and *Archipelagos*, and emphasised to make them stand out. So even if we go wild over a game in the comments, there should be enough information to decide if it's the type of game you'll like too. We're also trying to more clearly separate C64 and Amiga reviews and have brought back the irregular strategy section, with Robin Hogg drooling over some of the best games around. It's not the sort of column Randy likes, but he's just discovered an unexpected enthusiasm for Compunet, staying on-line to all hours at night. So unless the phone bills bankrupt us in the meantime, see you next month!

Stuart Wynne

ZZAP! IN US GOLD SIZZLING SHOCKER!

Newsfield and US Gold, being very nice companies the both of them, have joined forces to bring you what promises to be the ultimate in C64 compilation packs.

ZZAP! Sizzlers is the name, and (in a sickening show of self-congratulation on the part of those concerned) five awesome titles from the Birmingham-based software house will be making a guest appearance on store shelves across the country.

The titles, *Bionic Commando*, *Drop Zone*, *Solomon's Key*, *California Games* and *Impossible Mission II* all scored 90% or over with us (except naughty *Solomon's Key* which just missed out), and quite simply, it's going to be mega. Group Publisher for Newsfield, Geoff Grimes, commented, 'If you don't give this a great review, you're all fired'.

ZZAP! Sizzlers has been penned for a June release (which is now), at a ridiculously modest price of £12.99 on cassette and £14.99 on disk. Fortunately since we've already heaped loads of awards on the games concerned there's no need for any fibs when we say it's the great compilation, you can't miss it, etc.



WATCHING THE WATCHMEN

After the massive box office success of *RoboCop*, comic books have become required reading for movie makers. The extremely violent, witty and slightly subversive cyborg movie was the perfect celluloid incarnation of a comic strip hero, despite being an original story only inspired by the new breed of grittily realistic, more adult-orientated graphic novels. The latest movie in this vein will, of course, be *Batman* – the acclaimed script for which was floating around for ages until *RoboCop*'s success provided the budget. Also in the works are *Punisher* starring Dolph Lundgren, *Daredevil*, *Spiderman* and yet more TV Hulk movies. Potentially the biggest production, however, is *Watchman* – the most impressive of all the graphic novels and due to be directed by Terry Gilliam. Software houses which haven't already signed up to do computer game versions, are already working on other cartoon heroes like the *X-Men* (Microprose), *Halo Jones* (Again Again) and even *Peanuts* (The Edge).

To keep an eye on the world of comics we've called on TGM's Warren Lapworth to review some of the latest releases, while the Ed sneaks in some of the latest SF novels to come through the Towers' letterbox.

BROUGHT TO LIGHT, Titan Books, £4.95

This proudly and pretentiously claims to be a 'Graphic Docudrama', a softback A4 comicbook that portrays fact with a touch of fiction. The first half of the book is *Flashpoint: The La Penca Bombing*. This deals with the attempted killing of Eden Pastora by the CIA. Pastora was a leader of the CIA-backed contras who irritated the American by his independence. Pastora survived the bombing, but eight American journalists were killed. Two of the survivors investigated and this is their story, open-ended because of their failure to bring the real killer to justice.

The comic style is very clear and precise, concentrating too heavily on facts at the beginning, but with ground rules laid, the text flows smoothly and effectively. Thomas Yeates' art is similarly clean but layouts are unadventurous and stipple-shading techniques are too artificial.

Alan Moore's half of the book is even more ambitious, attempting to tell the whole story of the 'shadow government' involved in the Iran Contra affair. The massive subject matter proves to be rather overwhelming, with lots of facts being retold with little embellishment or wit. This is a pity because the narrator, a drunken American Eagle boasting of its achievements in a bar, is a good idea. In addition Bill Sankiewicz excels himself with the quality of his often surreal, and very attractive artwork.

Enjoy *Flashpoint*, savour the artwork of *Shadowplay* (save the text content for a rainy day), and experience a nasty dose of reality.

SILVER SURFER ANNUAL 2, Marvel Comics, 50p (newsstand price – advanced imports £1+)

So begins this year's set of Marvel annuals, with each 64 page special following the theme of Atlantis Attacks – the predictably melodramatic and battle-

GOVT. PRESSING THE WAY FOR READING TAX?

Micronet, the electronic news and information magazine, is to be taxed, heightening fears that the general publishing media (including ZZAP!) will soon be accountable to the VAT-man, forcing price rises.

A 3000-plus petition, collected electronically via Micronet, has been presented to Chancellor Nigel Lawson. Micronet Product Manager David Rosenbaum explained: 'We're taking a stand because we don't believe there should be a tax on information and we don't believe there should be different rules for electronic media.'

Despite the addition of VAT charges, the annual charge for Micronet usage remains at £79.95, a price which includes a free GEC Datachat Modem.



strewn result of the timeless Serpent Crown.

The Silver Surfer is the unfortunate soul who unwillingly unleashes an almighty force: Ghaur, a deviant immortal soul separated from his vast behemoth body by the 'good guy' Eternals. Ghaur's plan is to meet Lyra, a power-hungry Lemurian, and then find the Serpent Crown he has sensed... and tomorrow, the world?

Part one of the serialised history of the Serpent Crown, which begins at the creation of the Earth, is included in the annual.

As is the case with most Marvel titles, various fantasy clichés have been used, although some effort has been made to give them an intelligent twist. Ron Lim's artwork work is as colourful, dramatic and largely unrealistic as you'd expect from Marvel.

An enjoyable read/view, though clearly not a thought-provoking one. Bodes well for the rest of the year's Marvel annuals.

PSI-FI

Lucius Shepard is one of SF's hottest writers and his latest novel, *Life During Wartime* (£4.99, Palladin) shows why. The story takes place in the very near future with the US at war in Central America. David Mingolla is an average soldier, until he becomes involved with a mysterious young woman allied with the enemy, then recruited by the elite Psicorp. As the novel progresses Mingolla encounters a crashed helicopter which claims to be God, ghost-like AWOL soldiers who worship sunlight and pilots who say they can see into the future. Shepard not only shows us the madness of war, but makes us experience it in a densely written, hallucinogenic novel which is an essential purchase.

Shepard also appears, with two stories, in *Demons & Dreams: The Best Fantasy and Horror* edited by Ellen Datlow and Terri Windling (£6.95, Legend). Besides Shepard's contributions there's a very weird fantasy from Alan Moore, a provocative story by Ursula Le Guin where a young girl lives with animals which she sees as human, and a novel reworking of a Hungarian fairy tale by the talented Steven Brust. Well worth a look.

The Hormone Jungle by Robert Reed (£6.99, Orbit) also has elements of fantasy. Set two thousand years in the future genetic engineering, cyborgs and terraformed planets are all accepted as normal. Steward is a descendant of American Indians and a very tough freelance agent. When he meets the android Miss Luscious Chiffon he resolves to protect her from a vicious crime lord. Needless to say Miss Chiffon is not wholly innocent, and an impressive sense of real danger adds momentum to an exciting plot. Above average.

And finally there's *In The Drift* by Michael Swanwick, (£4.95, Legend). This is another post-apocalyptic novel, with genetic mutants being viciously hunted down and killed. Keith Piotrowicz is a young man who soon runs afoul of this desperate system. And while none of the ideas of particularly new here, the plot is taut and convincing with some brutal twists.

TELECOMPROSE OR MICROSOFT?

Well, it can't be the second one, someone already has the rights to that name. What are we talking about? Microprose has at last completed the purchase of Telecomsoft, gaining the rights to the labels Firebird, Silverbird and Rainbird.

Hopefully the Rainbird commitment to high quality releases will be fully retained, and already hordes of games held back while negotiations were held are now hitting the shelves. Some of these, like *Star Trek*, we've already reviewed, others such as *3-D Pool* will be in the next ish!



ATLANTIS ENCOUNTER

Encounter, the game that started the ball rolling for Novagen, has been re-released on the Atlantis budget label.

Mike Cole, big cheese at Atlantis, said of the game - one of the first 3D fast-action shoot-'em-ups, 'The opportunity to re-issue a game of the quality of *Encounter* was just too good to turn down'. Cole added that his firm is still committed to releasing mainly new and original games.

Encounter should be on the shelves as you read this, at a price of £2.99 on C64.

OCEAN'S HIT BUDGET GAMES

For at least a year now rumours have been circulating about Ocean finally entering the budget market. With one of the biggest collections of old games in the business the 'Best Software House of 1988' has long been eyed with apprehension by budget competitors, and expectation by gamers. Up until now Ocean have been content with releasing their old material on extremely successful compilations, but after months of preparation the £2.99 Hit Squad range has finally been launched. The first six should already be on the shelves as you read this, they are *Daley Thompson's Decathlon*, *Enduro Racer*, *Green Beret*, *Miami Vice*, *Rambo* and *Yie Ar Kung-Fu*. The odd one out, of course, is *Enduro Racer* which was originally an Activision title. It emphasises the point that Ocean have also begun signing up other companies' back catalogue games. This may, in part, be because Ocean intend only to rerelease about a third of their own games. Titles which don't stand up today will not, apparently, be put on sale. In addition buyers of current, full-price Ocean games need not worry about them appearing on budget a month or so later. Current plans are for a two year or more gap between full-price software going budget. Even so there's going to be a lot of games to collect, so many in fact that they'll be colour-coded according to what type of game they are: sport, arcade or film/TV licence.

The Chart 2

64 top 20

1. Armalyte
2. Microprose Soccer
3. RoboCop
4. Last Ninja 2
5. Silkworm
6. Heavy Metal Paratrooper
7. Operation Wolf
8. Rocket Ranger
9. LED Storm
10. Renegade III
11. Barbarian 2
12. Hawkeye
13. Nebulus
14. Bubble Bobble
15. Last Duel
16. Run the Gauntlet
17. R-Type
18. Salamander
19. Project Stealth Fighter
20. Bombuzal

Amiga top 10

1. Speedball
2. Cybernoid 2
3. Silkworm
4. TV Sports Football
5. Elite
6. Pacmania
7. Barbarian II
8. Buggy Boy
9. Operation Wolf
10. LED Storm

Coin-Op top 5

1. Operation Thunderbolt
2. Operation Wolf
3. Chase HQ 4. RoboCop
5. Double Dragon 2

Robin Hogg's

favourite (and very, very boring) military gadgys (Yawn., wake me up when it's all over)

1. F-117A Stealth Fighter
2. S.D.I.
3. B-2 Stealth Bomber
4. F-16 Fighting Falcon
5. B-1B
6. M-1 Abrams Main Battle Tank
7. A military ED-209
8. Uzi Sub-Machine Gun (Preferably with Lorraine Lewis playing with it).
9. Trident 2
10. The Terminator (who needs armies with him around?)

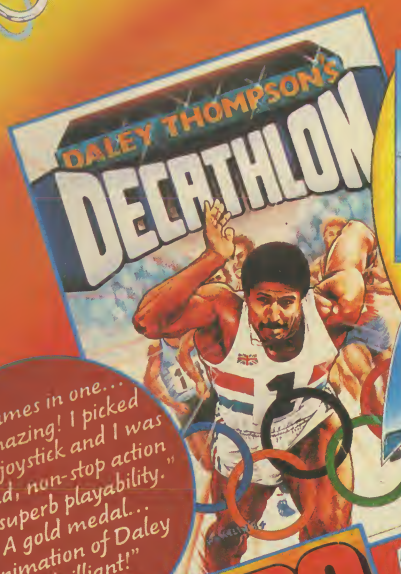
from: Air Vice Marshal Robin 'Fly Me' Hogg

WIN £40 OF SOFTWARE!

'Look at the size of that thing,' cried some idiot X-Wing pilot nanoseconds before being blasted into eternity. He didn't send in his vote for the ZZAP! Charts, the charts created by YOU so to avoid extermination send a list of your Top Five 64 and Amiga games, your fave coin-op and an Alternative Top 10 on the back of a postcard or sealed envelope to: ZZAP! Charts, PO Box 10, LUDLOW, Shropshire, SY8 1DB - send those charts in or else it's a one way trip down Beggar's Canyon for you.

NOW THE HIT NAMES · THE HIT GAMES
From

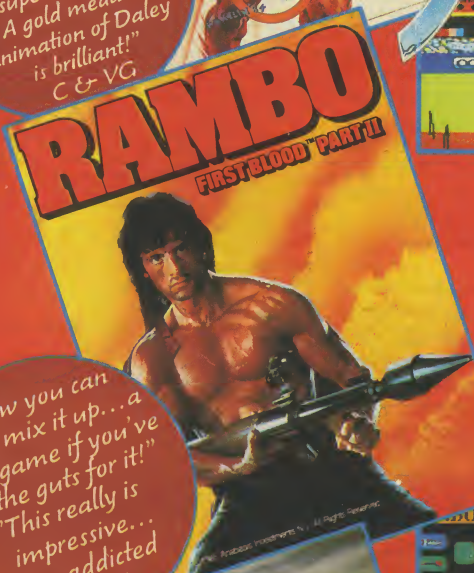
The KID SQUAD



"10 games in one... it's amazing! I picked up my joystick and I was hooked, non-stop action with superb playability." "A gold medal... animation of Daley is brilliant!"
C & VG



"I just can't put it down!... the variety of moves is fantastic and the game-play is explosive!..." "All the features of the coin-op hit... fist devotees will love it." ZZAP



"Now you can really mix it up... a great game if you've got the guts for it!" "This really is impressive... I'm addicted to it!"



"This is a mega-game!... capturing all the atmosphere, tension and excitement of the T.V. hit series..." "Another winner" YOUR COMPUTER



"It's brilliant!... it's fast! it's addictive and it's a CRASH SMASH!" "All the thrills and spills of the arcade original... a game road-race fans cannot be without" CRASH

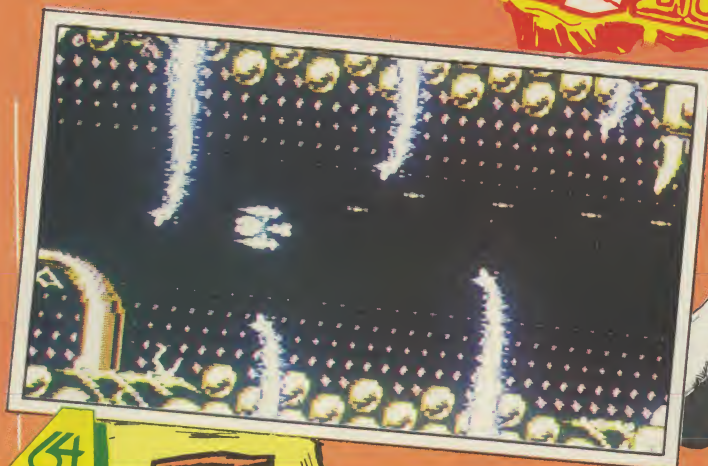


"Brilliant playability... fast, furious and terribly addictive!... One of the best bomb and blast 'em games around" ZZAP

HIT NAMES HIT GAMES · HIT SQUAD

THE FIRST SIX TITLES IN A RANGE OF **SUPERB GAMES**
AT **INCREDIBLE PRICES** – ASK FOR THEM BY NAME AT YOUR
COMPUTER SOFTWARE STOCKIST **ONLY £2.99.**

Spectrum · Commodore · Amstrad



Imageworks, C64 £8.99,
£12.99

● A nightmare come true

Scared of snakes? Scared of spiders? Scared of being scared? Well, tough cheese, wimpy pacifist you're about to meet all your deep

Tony Crowther returns to grass roots with what must rank as one of the oddest games this side of Jeff Minter. I wouldn't call the graphics horrific or disturbing, maybe even the Amiga isn't capable of that, but at least Tony and David haven't skimped on quality and variety in the aliens. The multiple-level parallax scrolling really does work well and each new, multiloading level is a real adventure. It all really opens up with the dual player mode and makes for one stunning but very weird shoot-'em-up.

rooted fears in the biggest mega-battle yet. It seems the Galactic Emperor has gone and got himself captured by some 'utterly evil' dude by the moniker of Phobos.

The old Emperor has been locked away in a sun and is slowly beginning to cook on Gas Mark 4, to reach him you have to collect together all nine pieces of a heat shield to wrap around your fancy ship.

Where are they you cry? Well, we've located the solar system where Phobos hangs out and somewhere on nine of the fifteen planets are the pieces you want. Good old trial and error is the best way to find them but try not to pick wrong - the planets are fiercely defended. Apparently Phobos has built some clever device which latched onto your brain and infested each planet with a different type of phobia. Your very

own nightmare's come to life for you and a friend as well - if you can find someone mad, er, brave enough to join you.

The one bit of good news is that the alien minions of Phobos are as dumb as usual, carrying extra weapons around with them which you can pick up when they die. Just pick up more powerful engines, lasers, bombs and more and you'll soon be headed Phobos way. If you're going on your own we will, out of generosity, give you a drone ship. I'm not too sure you'll be pleased to hear that the drone is linked power-wise to your ship. Basically if it gets hit, you die - tough, but that's life.

Hope you like tight closed spaces, dentists and Death - you're going to meet them all. Anyway who said space combat was straightforward? I did? You must be mistaken mate, now get out there and wreak some havoc.

If, somehow, **Phobia** lacks your greatest fear then be warned the superb gameplay is likely to give you the shivers. On the later levels, survival seems virtually impossible. But high playability, and great graphics are likely to keep you playing. Probably the most impressive planet I've seen so far is Death, which is packed with gruesome touches such as skeletons popping out of coffins, guillotines crashing down and decapitated heads turning to skulls as they chase you. Not even the dead could fail to love this one!

amiga

What promises to be a visually and sonically stunning game on the Amiga is due out any day now. The price? £19.99 to you sir.

update

PRESENTATION 86%

Great dual player mode and an attractive in-game map, disappointing title page though.

GRAPHICS 90%

Not as gory as it might have been but it uses colour to maximum effect. Great space sequences, highly original mother aliens, technically excellent parallax scrolling and with more varied and colourful sprites than there are shoot-'em-ups on the market.

SOUND 80%

Spot effects provide work effectively together with an intriguing set of background 'murmurings' changing with each level. There's no title tune to speak of but a strangely absorbing rhythmic beat.

HOOKABILITY 91%

Great presentation and relatively simple gameplay make for high instant appeal.

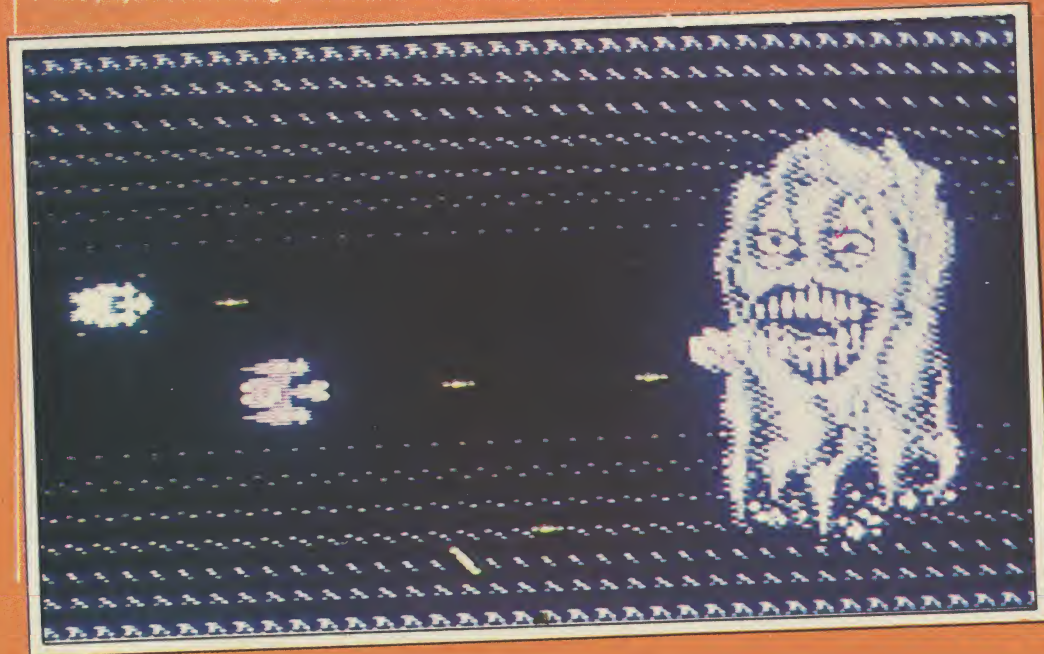
LASTABILITY 90%

Fifteen planets which get tough real quick - even in two player mode it's very hard going but still totally addictive.

**OVERALL
92%**

A superlative shoot-'em-up chock a block with colour, graphic detail and scarifying levels.

▼ Two-player action with a ghoulish end-of-level monster.



64

PROJECT

FIRESTART

Dynamix/Electronic Arts, C64 £14.99 (disk only)

●Blasting 'Aliens' to save the world

Out near Titan the research ship Prometheus is in trouble – no contact has been made since Project Firestart (a project to create a new alien 'worker') began. Things (as ever) have gone horribly wrong and the experimental aliens have gotten loose – much rendering of limbs and ripping apart of guts has followed and in desperation Jon Hawking, hero-of-the-hour, is sent in to investigate.

The ship is made up of four levels with corridors, rooms and lifts galore to run around and explore the cargo hold, engineering complex, terrarium,

observation deck and more. Find the emergency shuttle and you can abandon the ship but to what fate?

To start with the aliens are strangely shy: they're busy replicating and only begin to spread forth as the game progresses. The green aliens are mere babies compared with the mutants later on. (Not very cryptic hint: radiate some warmth to conquer mutants).

Extra weapons can be found in the armoury, and ID cards allow access to new regions – the carnage hasn't been total as two survivors are still on board (a very nervous Mary and the

treacherous Annar). With a two hour limit before the place blows up, Jon really has his work cut out to explore, dodge the aliens and find out what's going on on board.

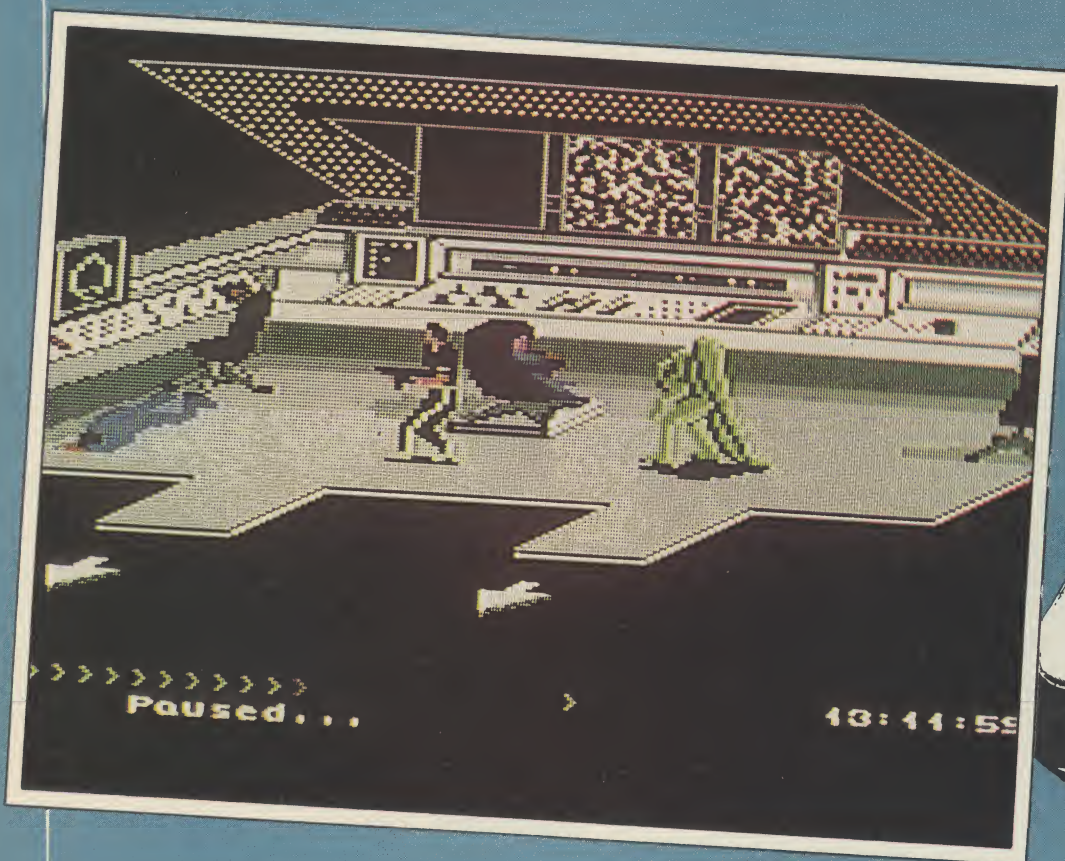
Can Jon find the answers to the Prometheus's disaster? What's cooking in the alien pot behind *that* door and what's Annar up to? Will Twentieth Century Fox sue for damages? The answers can only be solved in the main showing tonight – Project Firestart certificate 18 (judging by the gore).

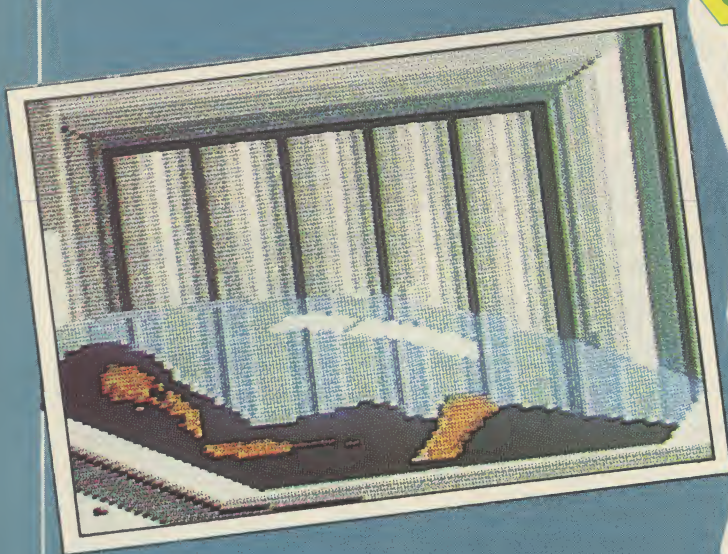
▼ On the bridge of the Prometheus

Very *Aliensesque*, this one, pulling ideas from the best bits of both the film and the UK game, and reworking them into one of the most engrossing C64 titles for months. The whole package feels more like a movie than a piece of software, cutting to dramatic scenes at tense moments of suspense-filled action.

While the graphic style smacks of CRL's *Cyborg*, *Project Firestart* improves on that high standard, offering the player a running, shooting, totally mean cast of characters and some quite grotesque monsters. Sound, while limited in quantity, works to great effect at the times when it is needed most.

Project Firestart is jam-packed with the sort of fast-paced, polished presentation and chilling atmosphere which make software epics. I loved it. You will too!





▲ A mysterious lady in a cryogenic tube, is it Ripley?

As you might expect from the *Aliens*-style scenario, **Project Firestart** is in essence an interactive movie and an excellent one at that. Wandering around the corridors gets the old adrenalin pumping and with movie-style cuts, fade outs and montages the plot twists and turns like a snake. Tension is constant, when the mutant alien gets loose you'd be hard pushed to stay calm as it stalks the corridors. My only personal gripe is that the disk access can be a test of endurance at times, particularly when restoring a saved game. Think of it as an intermission rather than a problem!



ROBIN

▼ It's brown trousers time lads!



amiga

Aaargh! There's no plans for an Amiga game!

update

PRESENTATION 84%

Atmospheric introductory sequence although the instructions (even with the map) could have said more about the game.

GRAPHICS 88%

Detailed buildings to explore, animated 'meanwhile' screen and gore by the bucketful.

SOUND 70%

A weirdly hypnotic title tune along with average sound effects including the odd but cleverly crafted effect for shock purposes.

HOOKABILITY 90%

Four levels for exploration is not many but the involved plot running throughout keeps you guessing.

LASTABILITY 92%

Things never go right first time and like the best of movies you don't want to leave it halfway through.

**OVERALL
91%**

Gore, guts and *Aliens* running loose - who needs Saturday Night at the Movies?

64 Gilbert ESCAPE FROM DRILL

Again Again, C64 £9.99 cassette

As a 'megastar' Gilbert has been offered a new TV series back on earth. But, fed up with his continuous boasting, his fellow Drillians have stolen and hidden vital parts of his spaceship, the Millennium Dustbin.

Controlling Gilbert, you traverse the many pathways and buildings scattered around Drill, avoiding such hazards as frogs,

Galaxians, WWII biplanes and other such 'horrors', or putting your high-powered nostrils into action and snorting them!

You have 24 hours in which to find all the missing pieces of the Dustbin, otherwise ITV will terminate your contract, delving you once again into the depths of obscurity. And we can't let that happen now, can we?



I've never been one for Gilbert on the telly and this game only reinforces my anti-feelings toward him. Flip-screen scrolling, mindless enemies, and generally poor presentation don't impress me. The only thing I liked was the fact that you can actually play the arcade machines found in the Drillian pubs. Personally I'd rather just get drunk, which I think most people would do after playing **Escape From Drill** for any length of time!



Oh dear was my first thought. 'What on Drill has happened to Gilbert?' was my second.

Not only do we see his snotty legs for the first time in the game but we now see him in the swim - Gilbert swimming? Come off it! Gilbert doesn't get off to a good start with a dodgy but green sprite wandering around a repetitively similar maze city. The very simple sub-games are fun for the first few minutes with the Snot fight being about the best (although this doesn't say much for the others). One for avid mappers but not one for seekers of startlingly original gameplay.

▲ Gilbert goes walkabout in one of the more tasteful screens.

PRESENTATION 38%

An overall tacky appearance.

GRAPHICS 37%

Sloppy sprites and flip-screen scrolling.

SOUND 31%

Simple spot effects.

HOOKABILITY 46%

The only fun is in playing the arcade machines.

LASTABILITY 35%

Lacks content and won't keep you playing very long.

**OVERALL
40%**

It plays as bad as it looks.



NAVY MOVES



Dinamic, C64 £9.95 cassette, 14.95 disk.

International Terrorism has rocketed to an almost unbelievable high. So, send in the boys with big guns, including yourself, a young marine. You are sent to board and destroy an enemy submarine, stolen by



When will Dinamic get round to writing just one type of game? **Navy Moves** comes close with two above average separate games, but I'm sure they've skimped on the game quality you'd associate with one big game. Surprisingly dull use of colours isn't helped a lot by a lack of significant detail in the characters – music's dead good though. The first section has graphic variety but the octopus section is way too tough. Thankfully the second section is a lot more involved with action and thought required to progress.



Navy Moves offers nothing significantly new but I found myself hooked for quite a time. It's nothing flash to look at, and gameplay is a bit basic, but the blasting action is quite addictive, and Dinamic have added the need to search for items such as extra ammo and passcodes, which assist in lifting the product above the realms of a shoot-'em-up.

A game which you'll warm to initially but whose lasting qualities are questionable.

◀ The first, incredibly aggravating rubber dinghy section

Middle-Eastern extremists. Located at various points throughout the sub are access computers which, if fed the correct code, prime high-explosive devices hidden around the vessel. But first you must negotiate the ocean waves in a power-dinghy, avoiding hazards such as mines and extremist attackers. But you're hard. You can do it!

amiga

Should be out any day now for £24.95.

update

PRESENTATION 65%

Generally pleasing.

GRAPHICS 64%

Not outstanding.

SOUND 80%

Groovy tunes and title track.

HOOKABILITY 43%

Level one is too difficult.

LASTABILITY 56%

The arcade adventure elements instill some interest.

OVERALL 62%

A fairly enjoyable romp.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF™

Accolade, C64 £16.95 (disk only)



As well as being one of the greatest golfers of all time, Jack Nicklaus designs golf courses. The 'Golden Bear' is such an expert on what makes a good golf hole, that he has selected his greatest 18 holes to be combined Accolade into one amazing course. There are also two of Jack's own courses to play on: Castle Pines and Desert Mountain.

Up to four players may compete, any number or all of which can be picked from the eight computer opponents (including Jack the lad himself). For human players there are two basic skill levels: beginner and expert (same old story the world over, eh readers?). For the latter, wind conditions are worse and the player must select his own club for each shot. Players may also choose to play from one of three



ROBIN

Is it just me or does it look like the ball is hit into outer space with every stroke? Is Jack the Lad really Superman in disguise? If so he doesn't need a club, he could throw the ball further! Totally unrealistic ball movement aside the golf game within has (surprise, surprise) much of **Leaderboard** in it. With trees, bunkers, hills and the like it might have come up to scratch but sadly this wasn't to be. Sluggish pace, generally chunky graphics, ineffectual sound and tediously slow screen update turn this into just another very average rendition of golf. Let's hope Jack doesn't use this to help his game (judging by his performance in the recent American Masters he probably did).



PHIL

All golfing simulations have to be compared with the classic **Leaderboard**, and **Jack Nicklaus' Golf** doesn't really measure up. The scenery is pretty blocky and often strangely coloured – Jack looks like he is teeing off from a light blue pond! Shots seem equally easy whether playing from the fairway or a bunker, and putting is a piece of cake. Despite its flaws, the game is fun for a few rounds. But then why get this when you can have **Leaderboard** instead?

tees – Ladies', Men's or Pro at increasing distance from the hole.

Two types of match can be played: **Stroke Play** where the aim is to shoot the lowest score

for 18 holes, and **Skins** where the winner of each hole wins a definable amount of prize money. Individual holes may also be practised, as can driving and putting.

PRESENTATION 80%

Loads options and a comprehensive instruction manual.

GRAPHICS 52%

Blocky scenery and a seriously weird colour scheme.

SOUND 05%

Pardon? Was that click the club hitting the ball?

HOOKABILITY 53%

Play is unrealistic although the controls are easy enough.

LASTABILITY 60%

Up to four players and three courses maintain some long-term interest.

OVERALL 55%

Another mediocre golf sim – give us **Leaderboard** any day.



STORMLORD



Hewson, C64 £9.99 cassette, £14.99 disk

After repeatedly dazzling Commodore owners with his macho, well 'ard flick-screen shoot-'em-up designs Raffaele Cecco has now gone all soppy (or pervy) with this romantic tale of mythic adventure. An evil Queen has imprisoned all the fairies in the land and only the Stormlord can rescue them – by jumping on top of them! Needless to say all the fairies are female and distinctly lacking clothing, so that's not bad but actually getting to them in the first place is never easy.

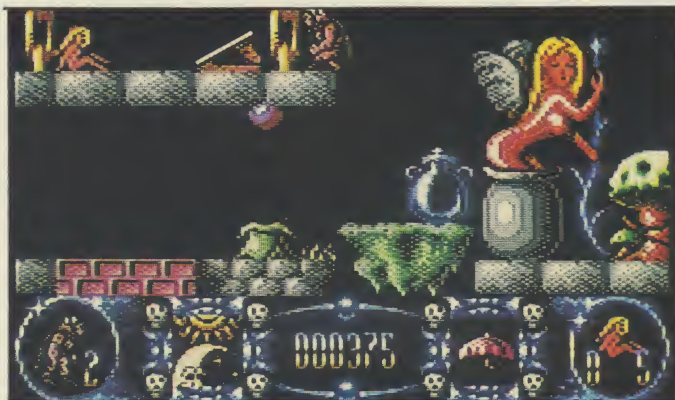
The game is made up of four levels, each with five fairies to rescue before time runs out. The smoothly-scrolling landscapes which contain the spellbound

fairies have a wide variety of monsters, from swooping dragons to vicious pawns, and lots of traps. To rescue one fairy, for example, you need an umbrella to survive acid rain. Working out how to use the various objects is fairly easy, but getting the order right, blasting all the bad-dies and not running out of time isn't.

At the end of each level there's a bonus section where Stormlord receives the gratitude of the fairies, who fly overhead while the gruff hero blows kisses at them. If a kiss touches one of the fairies she drops a single tear. Collect ten tears and you get an extra life.



Nick Jones has done another, first-class conversion of a Raf Cecco design. The graphics are all really attractive, and the in-game music is good as well. The adventure elements are relatively easy to work out, but doing them in the correct order and beating the tough arcade sections makes completing level one really satisfying. The other levels are even tougher, but repeatedly playing through level one to get to them becomes irritating. Nevertheless it's been a while since such well-presented arcade adventure has appeared, and while there's nothing new here it's all very playable.



▲ You'll need a teleporter to liberate this lady

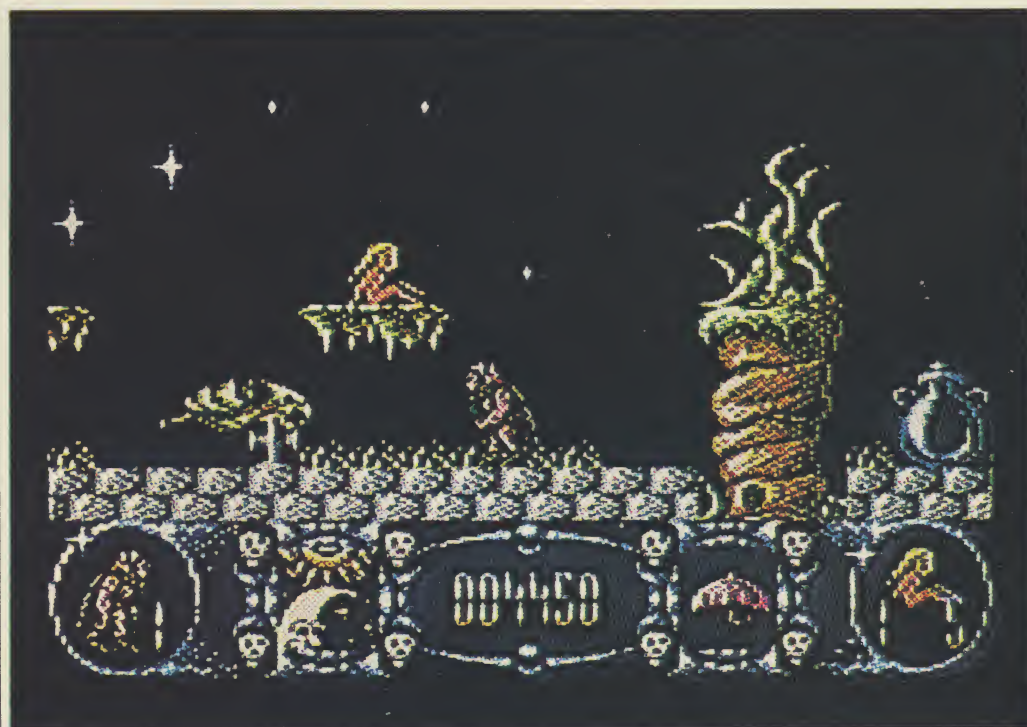


Any game containing nude women gets my vote! Raf Cecco's fab arcade adventure has been converted to the 64 in great style, retaining all the compulsive playability of the original. Collecting fairies might seem a simple idea, but working out how to get to them requires some thought. And what better reward for your troubles than the neat bonus round, complete with even more naked fairies! But it's not just the saucy sprites which impress – the scenery is attractive and the hero excellently animated. My only worry is that with only four levels, experienced games players might complete it too quickly, but they'll sure have fun doing it!



I honestly thought **Cybernoid** was dead good but the sequel sadly more of the same (well, we can't win them all). **Stormlord** is a lot different of course and enjoyable with it but it's all too slow moving to keep you at it and mistakes are mercilessly punished – a toughie this one. The preview game I saw a while back looked excellent and with the coming of the final game that view still stands. Shaded backdrops galore, well detailed sprites abound (I *luurve* the top-heavy fairies) and an excellent if unoriginal and heavy soundtrack (bits of **Ghosts'n' Goblins** in there methinks?). Professionally implemented but not one for the **Cybernoid** crowd.

▼ Shoot the dragons and rescue the fairy



amiga

16-bit Stormlord should be ready later in the summer for £19.99 and will have twice as many levels as the C64!

update

PRESENTATION 88%

The game is perfectly polished and the control method is simple enough.

GRAPHICS 89%

The main character's animation is very smooth as he explores the attractive scenery.

SOUND 82%

Plenty of little jingles throughout and a good title tune.

HOOKABILITY 79%

Easy to get into and infuriatingly addictive.

LASTABILITY 78%

Challenging enough to keep you playing for weeks.

**OVERALL
80%**

A typical Hewson release: superb presentation and very playable.

The Duel

C64

TEST DRIVE II

Accolade, C64 £9.95 cass, £16.95 disk; Amiga £24.95

● Drive yourself round the bend at 200 mph

The Ferrari F40 and Porsche 959 are nothing less than the two fastest production road cars in the world. The Porsche was the first to hit the streets, the most technologically advanced supercar ever, with a 197mph top speed and a £145,000 price tag. The Ferrari, many feel, was built with the express purpose of proving Italian supremacy over the 959. Accordingly the F40's twin turbo, V-8 engine will rocket it to 201mph for a price of £160,000. But the difference between the two cars is more than that. While the Porsche is the height of refinement, the Ferrari has no carpets, plastic side windows and doors which are opened by pulling on a piece of string! If the Porsche is the world's most sophisticated supercar, the Ferrari is 'merely' a full-blooded racing machine made street-legal. Test Drive II offers you the choice of these amazing dream machines.

In fact, you can choose to race either against the clock or a computer-controlled 959 or F40. Acceleration and braking are activated by moving the joystick forwards/backwards, gear changing is either automatic or via pressing fire depending on skill level. Of course, the steering is most important but the on-screen wheel only moves left and right when your steering is extreme, otherwise a little blue dot on the wheel indicates subtler steering movements.

If your steering is less than precise be prepared to meet an oncoming Ford at a 256mph – the roads are busy, so overtaking is hazardous. Smash into something and you lose one of five lives, as well as getting twenty seconds added onto your race time. You can also



The addition of a computer-controlled competitor adds a whole new element to the **Test Drive** format which really urges you on to take risks overtaking, running from the police and going into corners on tight mountain roads way too fast. Yeah, the Amiga version may look better, but on both machines the road movement is sturdily done, although the only improvement graphically over the original game is the addition of some trees, tunnels and cacti. Personally I think it falls just short of being a Sizzler on the Amiga as well as the C64, but there's no denying that it is extremely playable, and the cars are great.

▼ You've finished the game and the blonde's going to give you a big kiss, isn't she? (Amiga)



SUPERCARS

C64 £8.95 disk; Amiga £11.95

This contains five of the sleekest, fastest sports cars from around the world:

Porsche 911 RUF – Louis Ruf's custom-built, twin-turbo 911 has a top speed of 211mph.

Ferrari Testarossa – £90,000 to get to 60mph in 5.3 secs from a standing start.

'88 Lotus Esprit – Real thing a touch unreliable, but Bond used to drive one so it can't be that bad.

'88 Lamborghini Countach 5000S – Its performance is as stunning as its looks. A V12 engine can shoot it to 179mph.

'89 Corvette ZR1 – Detroit's 'best kept secret' was designed to be the world's fastest production car, with a top speed of 185mph.

CALIFORNIA CHALLENGE

C64 £8.95 disk; Amiga £11.95

This scenery disk encompasses seven stages through California, from Oregon down to the border with Mexico. Along the way you'll see spectacular redwood forests, the Pacific Ocean, steep hills and the Golden Gate bridge.



On the Amiga the scenery moves smoothly and the other traffic is well-drawn. What really makes you feel like you're driving though, is the realistic noise of the engine; different for each car. If you're looking for a great driving game, then look no further.

The C64 version is less convincing, mainly due to oversensitive steering and the way oncoming traffic suddenly appears from nowhere. Most of the playability of the Amiga version is retained however, and the ability to expand both versions with add-on disks should prolong their appeal.

lose a life by failing to stop at the gas station at the end of each level! If you do manage to slow down in time, the race statistics are shown, including average speed and overall time.

In-game info is provided by authentically styled dashboards, both with the addition of a radar detector to warn when police cars are about. You don't have to slow down, but the cops are fast and if they catch you a ticket adds seconds to your race time. Ram the cop and it's game over – this is America and the cops are tough!

If you get tired of the two included cars (Ferraris are so dull, aren't they?!) or even the scenery, extra car and scenery disks can be bought to expand the game. At first, using these involves much disk-swapping but a 'Play Disk' can be created by copying parts of the master and extra disks onto a blank disk. This eliminates most of the disk-shuffling.



▲ On high skill levels it's easy to blow the engine if you don't change up when the revs are red-lined (C64)

So it's basically along the same lines as its predecessor, and it could do with a few of its raggedy edges clipped, but **Test Drive II** on the Amiga is simply brilliant. The view from the windscreen, when beating a hasty path up one of the many twisting, winding roads, is particularly effective. Sadly, the outside objects, such as trees, do tend to go into spasms when travelling at low speeds, but then again this is a game where acceleration is not only a lot of fun, but a necessity, so less than 60mph is a rarity. So while it won't get you through your driving test, it will provide some superb entertainment.

The C64 game has been crammed onto one disk, and in terms of general gameplay, little has been lost in the transition from one computer to the other. But both colour and sound are bland, while oncoming vehicles lack detail and advance rather jerkily. Apart from those small gripes though, there is little actually wrong with the 8-bit version which stands up as an impressive piece of programming.

▼ Playing 'chicken' with juggernauts is not advised (Amiga)



64

PRESENTATION 85%

Plenty of options, especially with the extra disks. The 'play disk' option eliminates irritating disk swapping.

GRAPHICS 78%

All vehicles are well-drawn but the colour scheme is rather bland.

SOUND 58%

The theme tune ain't too hot and engine noises not that realistic.

HOOKABILITY 75%

Putting your foot down in a fast car is instantly appealing.

LASTABILITY 80%

Driving at 200mph is so exhilarating, you'll be playing this for months.

OVERALL 77%

A worthy sequel – great fun for all fast car fans.

Amiga

PRESENTATION 88%

The game is well-polished with plenty of options.

GRAPHICS 92%

Smooth scrolling roads and surprisingly detailed scenery.

SOUND 85%

The theme tune's okay and the engine noises add to the realism.

HOOKABILITY 91%

Immediately addictive from the first time you start the engine.

LASTABILITY 85%

The optional car and scenery disks should prolong the appeal even further.

OVERALL 90%

The definitive Amiga driving sim.



All the fun of the circus, eh? Well, I'd rather have a crate of Newcastle Brown, but this is still a reet big-top treat. I say this even though I've never reely liked the circus – all those poofy clowns, wearing make-up and fright wigs are git crap. But making them bounce around the screen and sometimes letting them have a haaard landing is reely hellish. With its five fun events and fab two-player mode, **Circus Attractions** is certainly great improvement over previous big-top efforts.

CIRCUS ATTRACTIONS

Rainbow Arts, C64 £9.99 cassette, £12.99 disk



Roll up, roll up and join the Morelli circus. One or two players can experience the thrills and spills of life under the big top, either playing all five events. So stick your red nose on and get entertaining.

Bounce, boing, spring on the trampoline, performing some-rsaults, collecting bonus objects and keeping audience interest as high as you can jump.

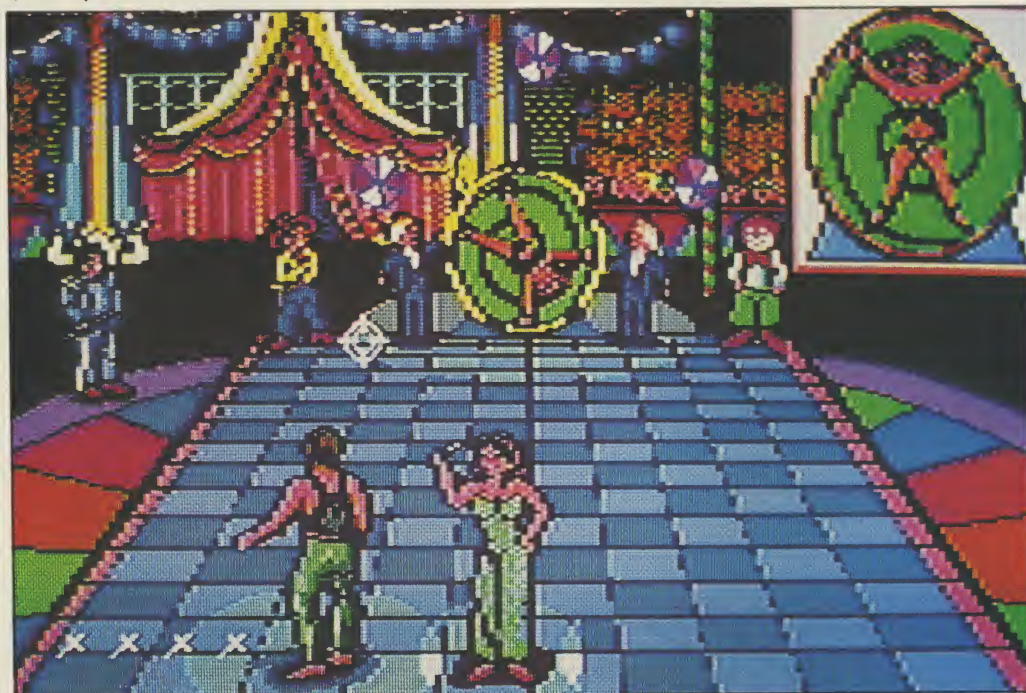
Go even higher for the second event: tightrope walking. Balance on the high wire and perform handstands and some-rsaults, but it's a long way down and there's no safety net!

Back on the ground, you can juggle your balls (up to six!). Extra items may also be taken from your beautiful assistant, including a club and a balancing ball which you kick up in the air and catch with your foot.

The next event is dangerous, but not for you – it's your lovely assistant who's in peril as you throw knives at her, while she spins round on a rotating wheel. But watch out – the girl passing you the knives sometimes hands you a stick of dynamite!

The final event involves three

▼ A unique approach to acupuncture



clowns, two seesaws and a ghost! Clowns catapult their colleagues through the air by landing on the other end of the seesaw. While in flight, a clown can collect bonus objects while avoiding the lethal ghost. If a clown misses the seesaws altogether or lands in the arms

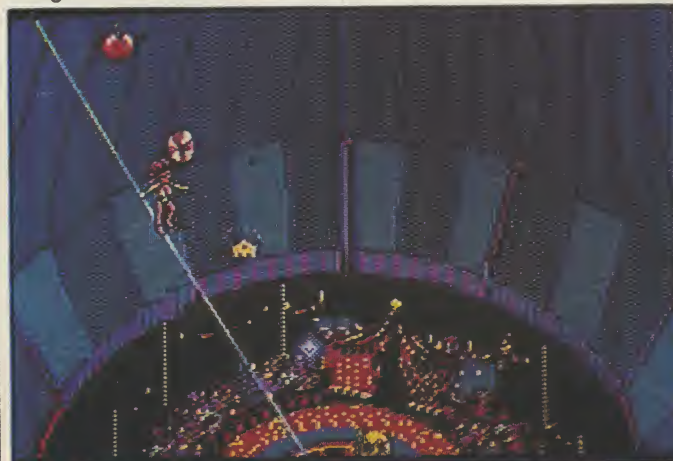
of his colleague, it's performance over.

If you choose to play all five events (the main performance) you get three extra chances which can be used to repeat a trick which went wrong. Your final score is an average of the five event scores.



Cor, can't you just smell that sawdust and elephant dung?! The great theme tune and

effects really help the atmosphere in this fun and funny game. The colourful graphics are also very attractive, ranging from the comical jumping clowns to the large juggler. Gameplay matches the presentation with five wonderfully wacky events. I like the knife throwing the best – you can even throw knives at the people standing by the wheel! What really makes this better than yer average circus sim though is the great two-player mode. Both players perform simultaneously, collaborating in all the events. Definitely the best circus simulation I've seen, **Circus Attractions** is hilarious big-top fun.



▲ Walking the tightrope without a net

amiga

The Amiga version is due shortly, and will sell for £19.99.

update

PRESENTATION 70%

Comprehensive instructions (in English and German!) and plenty of options.

GRAPHICS 72%

Well-drawn with humorous touches.

SOUND 71%

Appropriate theme tune and effects.

HOOKABILITY 70%

The controls are very easy to master.

LASTABILITY 69%

The two-player mode should keep you laughing for a while.

OVERALL 70%

Not technically amazing, but still the best circus sim yet.

All hell let loose on 16-bit!

THALAMUS

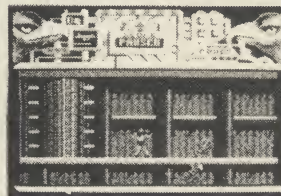
AMIGA & ATARI ST
£19.99

BY THE BOYS WITHOUT BRAINS

ZZAP! 64 GOLD MEDAL - 96%
OVERALL

CBM 64

Now the ultimate arcade combat experience is available for your AMIGA and ATARI ST. Take heroically bronzed HAWKEYE through 12 levels of non-stop action and mayhem! Featuring perfect parallax scrolling, dazzling graphics and sound to blow your mind!!



24
HOUR

COMMODORE 64 REPAIRS AND SPARES

TELEPHONE
04574 66555
04574 67761
04574 69499

OR BRING IT IN TO US FOR WHILE-YOU-WAIT REPAIRS - AROUND ONE HOUR

MANCHESTER
CITY CENTRE
BRANCH NOW
OPEN. CALL
FOR DETAILS

NEED YOUR COMPUTER REPAIRED FAST?

FED UP OF WAITING WEEKS FOR YOUR COMPUTER
TO ARRIVE?

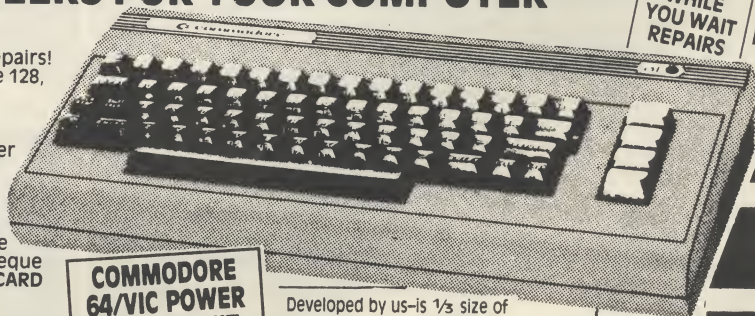
OPEN
7 DAYS
A
WEEK
WHILE
YOU WAIT
REPAIRS

THEN WAIT NO LONGER-send your computer to us for fast repairs!
We offer a full repair service on all these makes-Commodore 128,
Commodore 16, Commodore Plus 4, Vic 20.

We also have spare parts available by mail order.
WE DON'T JUST REPAIR YOUR COMMODORE 64-we check
loading, sound, memory, in fact fully overhaul your computer
for only £35.00-which includes VAT, postage + packing,
insurance, parts and labour. **NO HIDDEN EXTRAS.** All other
models please call us for a quote on the numbers below.

HOW TO SEND YOUR COMPUTER

Just pack your computer, including power supply, in suitable
packaging and send it to the address below, enclosing your cheque
to the value of £35.00-You can also pay by ACCESS/BARCLAYCARD



COMMODORE
64/VIC POWER
SUPPLY UNIT

Developed by us-is 1/3 size of
conventional power supplies.
Just £29.00 + £1.75 p+p

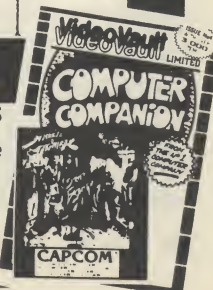
VideoVault Ltd

Send your computer now to-
VideoVault Ltd, Old Kingsmoor School,
Railway Street, Hadfield, Cheshire SK14 8AA.
Telephone: 04574 66555/67761/69499 Head Office & Credit Card orders, queries.
Manchester 061-236 0376 while you wait repairs & spares centre only.

NEW
CATALOGUE
NOW AVAILABLE
OVER 3,000
ITEMS

**NEW THE VIDEOVAULT
COMPUTER COMPANION**
EDITION HOT OFF THE PRESS

New bigger catalogue now available
containing over 3,000 items including software
for all computers, joysticks, spare parts,
business software, books, plus many more.
Just send 3x19p stamps for your free copy.
Over 25 pages full of top quality products
delivered to your door by return post.



© Copyright VideoVault Ltd No. 786092

WE NOW HAVE FAX: (0) 4574 68946

HE'S PUZZLED

Dear Lloyd,
I'm puzzled. When I read the advertisement for Action Replay Mk5, it said that the backed-up programs load at up to 25 times faster than the original. Is it true? If it is, why don't the software companies use a similar loader, and make cassette users lives a little easier?

Despite your denials, the Amiga is taking up a more prominent role in your mag, and you would be foolish not to reflect this. I own a 64 and won't be upgrading to an Amiga for the foreseeable future because:

a) the cost

At the moment, the price of the Amiga and the software are beyond me. No doubt, however, prices will (hopefully) decline as popularity increases.

b) software availability

The 64 has a vast base of

software, and although new programs will inevitably decline, the availability of programs will keep me interested for a long time yet.

However, I'm sure the standards of the mag will not decline, and you'll still be the most popular Commodore mag in the country.

J Lambert, Sheffield

P.S. By the way, Anon of Folkestone, you're not the only one who cuts out the tips section, and congrats to ZZAP! for printing an index!

While the Amiga is undoubtedly the next step forward for C64 users, I wholeheartedly agree with your prediction that there's life in the old boy yet.

And while ZZAP! is indeed catering more and more for owners of the 16-bit machine, we feel that we have the balance about right between 64 and Amiga. Of course, if you disagree, write in and say so.

LM

I WANNA SPORTY 64!

Dear Lloyd,
I am interested in purchasing a Commodore 64C Sports Simulation Pack, but my local computer shop has informed me that they are not available.

As I have seen this model advertised in many computer magazines, I am rather disappointed. Please could you inform me of local availability.

Martin Gilbert, Oakley, Beds

Sorry to lay a downer on you, me old son, but the C64C Sports Pack offer has indeed ceased, in favour of two new promotions - The Hollywood Pack and Family Entertainment Pack. However, it may be possible that some dealers have an unsold Sports Pack tucked away somewhere. If YOU are that dealer, get in touch with the ZZAP! team, and we'll pass the message on. I am the nice one.

LM

RANDY IS CLASS - IT'S OFFICIAL!

Dear Lloyd,
I felt I had to write to you after seeing Paul Rand's arrival in ZZAP! issue 49. With his wit, charm and ravishing good looks, he really makes a fabulous addition to the mag.

So, more pictures of Randy, please!

Mrs J Rand, Easington, Co Durham

Thank you for your unbiased comments, Mrs R. I can assure you that Paul read your letter with great interest, and exclaimed 'Where the ?'! did me ma get this address from!'

LM



RELIGIOUS FACTION OF THE MONTH

O! WE'LL BE HAVING 'NUN' OF THAT!!!

Dear Sir,

Your magazine which aims to help the youth of today in so many ways, is doing a great work which is greatly admired. The youth is blamed for so much wrong-doing, but I think the cause of vandalism and crime has to be looked into and sorted out. When the home background is what it ought to be; when the atmosphere is what one would expect to find, the whole situation gradually changes which contributes to a contented spirit, united with peace and joy.

The youth of today are our future world, and how this is arranged will settle many a problem. How every person is spoken to will gradually change every difficult situation, no matter how impossible it may appear at first. The training and care each one receives will be the answer. It is never too late to make the effort and start afresh. Courage and confidence are well worth holding onto.

Sister Mary Lawrence, Southam, Leamington Spa

We do try, Sis. Let us only hope that society as a whole can one day open its eyes and view today's youngsters with a little less narrow-mindedness than at the present moment. In the meantime, we at ZZAP! will continue to do our level best to carry on the tradition, and treat the youth with the respect which they deserve.

LM

THAT OLD BLACK MAGIC...

Dear Lloyd,

Who has heard of the Ouija board (or Weeje board to the more simple)? Well, I would like to hear from you lot out there if you have ever used one, for the simple reason to find out a little more about them, and I would like to hear some accounts of people using them for a book I might be writing.

You could be lucky and get your name printed in the book,

unless you don't want it to be. Colin Hayward, 45 Great Cambridge Road, Tottenham, London N17 7LJ

P.S. DON'T play around with Ouija boards unless you are experienced in them, because they can be VERY dangerous. P.P.S. I must say 'ZZAP! you're f***ing great!'

Are YOU an experienced Ouija board user? Drop Colin a line and let him know of your experiences. I'm sure he'll be well chuffed!

LM

So, as I wind up yet another Rrap, I think to myself 'What is life all about?', 'Is it all worth it?', and 'What time is Eastenders on the telly?' Well, maybe not the last one, but there you go. Literary masterpieces of any size, shape or form should be sent to the same old address: **LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB.**



RESULTS with Ken the Fish

Hi there, my horrendous horde of happy hake, your very own piscine perfectionist here. Isn't life a strange and wonderful thing, eh? One minute, there I am, swimming around my plastic boot as happy as a sandsquid. The next, I'm in the employ of a brand new bunch of chaps. Well, almost. A fish's existence can be full of weird and wonderful twists, can't it?

Needless to say, things have been a bit topsy-turvy this month. I mean, three weeks of waiting, just to get the nasty, sludgy bits scraped from the bottom of my bowl. I ask you.

Oh well, can't blame them, I suppose. Let us get right on down to this month's carp-like selection of compo winners, past and present.

I'M SILKY, FLY ME COMPETITION

Not a pastime that I'm that keen on, flying. All that dryness does nothing for my fishy fluids, I can tell you. Of course, give me a bowl of water and a castle and I'll fly to the ends of the Earth – well, Hackney at least. Someone who definitely is going to fly to Hackney, indeed, across the whole of London, is:

Mick Wall, SHEFFIELD S6 1SB.

Not only that, but he'll meet Silkworm's programmers, Random Access, spend a long time playing the arcade games Gemini Wings, Ninja Warrior, Continental Circus and Shinobi AND witness production of the computer versions.

Ten runners-up will receive the five home computer games as they are released through the year from Virgin. Pray be standing for:

P Thomason, SLOUGH SL1 1QN; P S Mullineaux, MANCHESTER M29 0HH; John Byrne, Co.Cork IRELAND; David Camina, ESSEX S56 7SN; Steven Raper, NEWCASTLE-UPON-TYNE NE5 3UX; Marcos Simpson, NORTHWOOD HA6 1AN; Craig Johnson, LEICESTER LE6 4LY; Piers Finlayson, MACCLESFIELD SK11 7DB; C White, LONDON E16 2LX; Stuart Murphy, CHELMSFORD CM2 7EJ.

HAIRY HOTLINE COMP

I was going to fiddle this competition, as all of my piscine pals are positively aching for a copy of Denaris, from US Gold. Unfortunately for them, they all

got netted, somewhere out in the Channel, leaving me to find some new winners. Fifty, in fact, whose names you will notice are printed below.

Tony James, NAILSWORTH GL6 0HR; Marie, WEMBLEY HA9 8DG; Philip Baxter, NEWCASTLE UPON TYNE NE20 9AL; Chris Amos, LONDON SW17 7SD; Alanker Sharman, LIVERPOOL L25 5LA; K Bowley, BARNLEY S.York; Brett Patterson, SHEFFIELD S2 5SB; Daniel Besser, BLETCHLEY MK2 2NW; Stephen Lawrence,

WIRRAL L49 1SH; Michael Peel, NORTHWICH CW8 2NF; N Iftkhar, BIRMINGHAM B16 9BB; Stewart Campion, STEVENAGE SG2 9RB; Laurence Hallam, CHORLEYWOOD WD3 5RE; Chris Norman, BILLERICAY CM12 0LJ; Ike Anyal, MANCHESTER M16 0BP; Richard Hatton, OLDHAM OL2 7QU; Dominic Mulvenna, BALLYMENA Co.Antrim; Stuart Westbrook, TELFORD TF2 9JA; Richard Walker, DUDLEY DY3 3SB; Joel Morgan, COVENTRY CV1 3GB; David Exton, STAFFORD ST16 3SG; G Goodman, RUGBY CV21 1JB; Jamie Gill, CRAMLINGTON NE23 6RQ; Paul Regan, MAIDSTONE ME15 7RS; Jason Fowler, NORWICH NR10 3QU; Stuart Murphy, CHELMSFORD CM2 7EJ; N Todd, WARMINSTER BA12 9QU; Mark Hanson, TYNE & WEAR SR4 0RT; Sukhvinder Bahra, LONDON E7 8LT; Trev Bailey, LEIK ST13 8NT; K Delaney, PRESTON PR5 6QY; S R DHain, LEICESTER LE5 2GG. (No more entries).

BLASTED COMPETITION

Paddling along a lonely East-end canal the other day, I caught a glimpse of an unusual sight indeed. A man, dressed in a dark blue suit, running along the pathway, being chased by a bunch of daffs. Strange, you may think, but not nearly as strange as ImageWorks' decision to give away a Blasteroids arcade machine to the winner of their Blasted Competition in issue 48. The happy

hake about to receive this master of micro-chip technology is:

Ernest Nelson, LARNE BT40 1TE.

And as if these software companies have money to throw away, five runners-up are to receive Image Works goodie-bags. Don't know why some people do it at times. What's wrong with a sprig of pondweed?

Manuel Puro, LONDON NW11; Joe Honywill, PLYMOUTH PL9 8HZ; Adam Fellows, CAERPHILLY CF8 2TN; Jason Tittle, MILTON KEYNES MK5 8AQ; Christopher Topliss, BURTON-ON-TRENT DE13 0NT.

And still more! T-shirts and a watch are swimming their way at this very moment to:

Leigh Caldwell, GLASGOW G41 3DT; Adam Squires, CAMBRIDGE CB3 9LS; Christopher Ray, NEWPORT NP1 0AY; Mike Blaser, CHEADLE SK8 4HP; Nolan Chow, Brisbane AUSTRALIA.

How can this continue? Oh, it can't These are the final five winners, who each receive a fab and froody T-shirt:

Alex Smith, CHELTENHAM GL51 6RA; Christopher Casey, LEIGH WN7 5BZ; Ryan Hooper, AMMANFORD SA18 2NP; Rajesh Janjuma, SLOUGH SL1 3XQ; Robert Moss, LONDON E4 7HX.

And that's all the winners for now, if you want to be one keep filling in the forms. And for all the latest news phone this, very big but not too expensive, number:

0898-555085

In the meantime any competition whinges may be sent to me as normal, Ken D Fish, c/o Viv Vickress, ZZAP!, PO Box 10, LUDLOW, Shropshire, SY8 1DB. Gloop-i-de-glo

EDITORIAL 47 Gravel Hill, Ludlow, Shropshire SY8 1QS ☎ 0584 585172/3 **Editor:** Stuart Wynne **Sub-Editor:** Phil King **Staff Writers:** Robin Hogg, Lloyd Mangram, Paul Rand **Editorial Assistants:** Viv Vickress, Caroline Blake **Contributing Writers:** Warren Lapworth, Martin Walker **Photography:** Cameron Pound, Michael Parkinson **PRODUCTION** 1/2 King Street, Ludlow, Shropshire SY8 1AQ ☎ 0584 585172/3 **Production Manager:** Jonathan Rignall **Designer and Illustrator:** Mark Kendrick **Assistant Designer:** Melvyn 'The Mel' Fisher **Reprographics/Film Planning:** Matthew Uffindell, Robert Millicamp, Robb 'The Rev' Hamilton, Tim Morris, Jenny Reddard **Publisher:** Geoff Grimes **Editorial Director:** Oliver Frey **Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Sales Executive:** Sarah Chapman, Lee Watkins, Wyn Morgan **Assistant:** Jackie Morris ☎ 0584 4603 **0584 5852 MAIL ORDER:** Carol Kinsey **SUBSCRIPTIONS** PO Box 10, Ludlow, Shropshire, SY8 1DB **Typeset by** the Yorkshire Shell Press, Ludlow. Colour origination by Scan Studios, Slington Green, London N1. Printed in England by Carlisle Web Offset, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR – a member of the BPPC Group. Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.

COMPETITION RULES The Editor's decision is final in all matters relating to adjudication and while we offer prizes in good faith, believing them to be available, if something untoward happens (like a game that has been offered as a prize being scrapped) we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners' names will appear in a later issue of ZZAP!. No correspondence can be entered into regarding the competitions (unless we've written to you stating that you have won a prize and it doesn't turn up, in which case drop Vivien Vickress or Caroline Blake a line at the PO Box 10 address). No person who has any relationship, no matter how remote, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions – and that includes fish.

No material may be reproduced in part or in whole without the written consent of the copyright-holders. We cannot undertake to return anything sent into ZZAP! – including written and photographic material, hardware or software – unless it is accompanied by a suitably stamped, addressed envelope. Unsolicited written or photographic material is welcome, and if used in the magazine is paid for at our current rates.

ABC

ISSN 0954-867X

©ZZAP! 64 Ltd 1989

COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION

"ATTENTION ALL MICRO OWNERS!"

"IF YOU WANT TO MAKE A QUICK £100 A WEEK
BY JUST USING YOUR MICRO FOR A COUPLE OF HOURS
A WEEK, AFTER SCHOOL, READ ON!"

We know you will have heard of the "computer wizz-kids", who make more money in half term than their dads make in 6 months, but the question is.... "How can YOU make a quick £100 with your standard micro, basic knowledge and a few spare hours a week?"

The answer? This book!!! "MAKE MONEY WITH YOUR MICROCOMPUTER". This book is fully devoted to the subject of making money and shows you that you don't need to be a 'wizz-kid' to make a quick £100 in just a few spare hours, the book also shows you, concrete ways of turning your part-time venture, into a thriving full-time micro business, which could easily make in excess of £20,000, which can't be bad for someone who is just leaving school.

So, if you want to make a quick £100 now and then, (just think what you could do with that, new clothes, computer games, etc, etc, basically anything you want), or you want to become a teenage director of your own micro business, **THIS IS THE WAY TO DO IT! O.K. HOW MUCH?!! £10.00 inc P&P!** This is about half the price of a new game, and an absolute fraction of what you could make in your first month. **JUST ASK YOURSELF THIS... "WHAT ELSE COULD I DO WITH A TENNER, THAT WOULD MAKE ME SO MUCH, AND SHOW ME HOW TO START MY OWN BUSINESS???????",** now you can see what a chance you've got here? and what's more..... IF FOR ANY REASON YOU ARE NOT 100% HAPPY AFTER YOU'VE READ OUR BOOK, SEND IT BACK WITHIN 14 DAY AND WE'LL REFUND YOUR £10.00. WITH THIS FAIL SAFE DEAL, YOU'VE GOT NOTHING TO LOSE, SO SEND NOW!!!!, AND WE'LL SHOW YOU, HOW YOU AND YOUR MICRO, CAN MAKE ABSOLUTELY HUNDREDS!

Please rush me my copy of "MAKE MONEY WITH YOUR MICROCOMPUTER".
I enclose a cheque/PO for £10 (including P & P), payable to AC PUBLISHING
PRINT CLEARLY

NAME:

ADDRESS:

POST CODE:

SEND TO: AC PUBLISHING, 2 PRETORIA ROAD, CHERTSEY, SURREY, KT16 9LN.

Books normally sent in 3 days, but allow 21 days for delivery.

Z.M.2

The Instant Catalog

CASSETTE	DISK	AMIGA	AMIGA
Afterburner.....	6.95	3D Pool.....	11.95
Archie.....	9.25	After Burner.....	15.95
Archie.....	6.45	Archipelago.....	14.95
Barbarian II.....	6.45	Balance of Power 1990.....	14.95
Batman Caped Crusader.....	6.25	Salvator.....	12.50
Blasteroids.....	6.50	Barbarian 2.....	12.50
Boonies.....	6.95	Batman.....	15.95
Boonies.....	6.95	Battle Chess.....	15.95
Boonies.....	6.95	Battle Hawks 1942.....	15.95
Boonies.....	6.95	Battletech - Infocom.....	17.95
Boonies.....	6.95	Bio Challenge.....	14.95
Boonies.....	6.95	Blasteroids.....	15.95
Boonies.....	6.95	Blood Money.....	12.95
Boonies.....	6.95	Bloodwych.....	15.95
Boonies.....	6.95	Colossus Chess I.....	15.95
Boonies.....	6.95	Cosmic Pirate.....	12.50
Boonies.....	6.95	Cyberoid 2.....	12.95
Boonies.....	6.95	Dark Side.....	14.95
Boonies.....	6.95	Denaris.....	13.95
Boonies.....	6.95	Domination.....	12.95
Boonies.....	6.95	Double Dragon.....	12.95
Boonies.....	6.95	Dragon Ninja.....	15.95
Boonies.....	6.95	Driller.....	15.95
Boonies.....	6.95	Dungeon Master (I Meg).....	15.95
Boonies.....	6.95	Edna.....	12.50
Boonies.....	6.95	Falcon F-16.....	18.95
Boonies.....	6.95	Federation of Free Traders.....	15.95
Boonies.....	6.95	Forgotten Worlds.....	13.95
Boonies.....	6.95	Gauntlet 2.....	16.95
Boonies.....	6.95	Gold Hits 1.....	17.95
Boonies.....	6.95	Grand Monster Slam.....	15.95
Boonies.....	6.95	H A T E.....	13.50
Boonies.....	6.95	Hawkeye.....	11.95
Boonies.....	6.95	Hollywood Poker Pro.....	12.50
Boonies.....	6.95	Kenny Dalglish Soccer Manager.....	11.95
Boonies.....	6.95	Kick Off.....	12.95
Boonies.....	6.95	Kristal.....	18.95
Boonies.....	6.95	LSD Storm.....	13.95
Boonies.....	6.95	Last Duel.....	10.95
Boonies.....	6.95	Leisure Suit Larry 2.....	17.95
Boonies.....	6.95	Leonard PAC Rally.....	15.95
Boonies.....	6.95	Lords of Rising Sun.....	18.95
Boonies.....	6.95	Microprose Soccer.....	15.95
Boonies.....	6.95	Millennium 2.....	14.95
Boonies.....	6.95	Operation Wolf.....	12.50
Boonies.....	6.95	Out Run Europa.....	10.95
Boonies.....	6.95	Pacland.....	12.95
Boonies.....	6.95	Personal Nightmare.....	18.95
Boonies.....	6.95	Populous.....	15.95
Boonies.....	6.95	Powerdrome.....	16.95
Boonies.....	6.95	Precious Metal.....	15.95
Boonies.....	6.95	R-Type.....	16.95
Boonies.....	6.95	Double Dragon.....	16.95
Boonies.....	6.95	Super Hangon.....	12.50
Boonies.....	6.95	Space Harrier.....	11.95
Boonies.....	6.95	Overlander.....	16.95
Boonies.....	6.95	Return of the Jedi.....	12.50
Boonies.....	6.95	Road Blasters.....	12.50
Boonies.....	6.95	Robocop.....	15.95
Boonies.....	6.95	Run the Gauntlet.....	15.95
Boonies.....	6.95	Running Man.....	15.95
Boonies.....	6.95	Shoot-on-up Construction Kit.....	15.95
Boonies.....	6.95	Silkworm.....	14.95
Boonies.....	6.95	Space Harrier.....	15.95
Boonies.....	6.95	Speedball.....	15.95
Boonies.....	6.95	Steve Davis World Snooker.....	11.95
Boonies.....	6.95	Super Hang-On.....	16.95
Boonies.....	6.95	Sword of Sodan.....	18.95
Boonies.....	6.95	Tarzan.....	14.95
Boonies.....	6.95	Teenage Queen.....	12.50
Boonies.....	6.95	Test Drive 2 - Duel.....	16.95
Boonies.....	6.95	Thunderbirds.....	11.95
Boonies.....	6.95	Time Scanner.....	17.95
Boonies.....	6.95	Times of Lore.....	15.95
Boonies.....	6.95	Triad Vol 1.....	18.95
Boonies.....	6.95	Victory Road.....	9.50
Boonies.....	6.95	Vigilante.....	10.50
Boonies.....	6.95	Vindicators.....	12.50
Boonies.....	6.95	Voyager.....	15.95
Boonies.....	6.95	War in Middle Earth.....	15.95
Boonies.....	6.95	Wec Le Mans.....	15.95
Boonies.....	6.95	Weird Dreams.....	15.95
Boonies.....	6.95	Zak McKracken.....	16.95



INSTANT, Boston House, Abbey Park Road, Leicester LE45AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.
0533 510102
FOR DISK PRICES & NEW RELEASES PLEASE RING US.

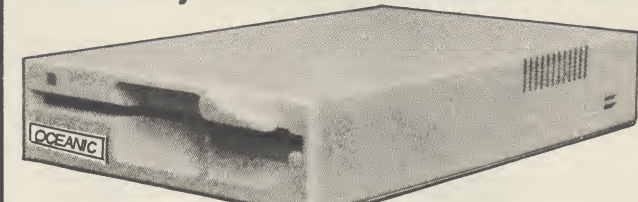
Evesham Micros

All prices include VAT/delivery

OCEANIC OC-118



Previously sold as 'Excelerator Plus'



A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

**Oceanic OC-118 & GEOS
plus Freeze Machine £149.95**

GEOS Applications

GEOS 64 VERSION 2.0	£32.95	GEOPUBLISH 64/128	£32.95
GEOFILE	£24.95	GEOPROGRAMMER	£32.95
GEOCALC	£24.95	GEOS 128 VERSION 2.0	£32.95
DESKPACK+ 64/128	£21.95	GEOWRITE	£32.95
GEOWRITE WORKSHOP	£24.95	WORKSHOP 128	£32.95
FONTPACK+ 64/128	£16.95	GEOCALC 128	£32.95
GEOSPELL	£16.95	GEOFILE 128	£32.95

ATARI® 520 STFM POWER PACK

Amazing value, all-new special ST package from Atari! Includes 520STFM with 1MEG drive, joystick, mouse, user guide, 5 disks of public domain software, plus an incredible selection of chart-topping software worth over £500! Software included is:

Software supplied includes:	R-Type	Pacmania	Out Run	Nebulus
	Afterburner	Starglider	Bombuzal	Stargoose
	Double Dragon	Super Huey	Xenon	First Music
	Super Hangon	Eliminator	Gauntlet II	First Basic
	Space Harrier	Predator	Black Lamp	Organiser
	Overlander	Bombjack	Starry	

Only £359.00 including VAT and delivery

ATARI® 520 STFM SUPER PACK

Including 520 STFM with 1 MEG drive, over £450 worth of software, joystick, mouse, manuals and 5 disks of public domain software.

<i>Software supplied includes:</i>	Marble Madness	Test Drive	Chopper X
	Beyond Ice Palace	Buggy Boy	Ranarama
	Thundercats	Quadrailen	Starquake
	Summer Olympiad	Xenon	Genesis
	Arkanoid II	Wizball	Black Lamp
	Eddie Edwards Ski	Seconds Out	Thrust
	Ikari Warriors	Zynaps	Organiser Business S/ware

Only £319.00 including VAT and delivery

While stocks last!

How to order

All prices VAT/delivery inclusive
Express courier delivery £5.00 extra
Send cheque, P.O. or ACCESS/VISA details
Phone with ACCESS/VISA details
Govt., educ. & PLC official orders welcome
All goods subject to availability E.&O.E.
Open to callers 6 days, 9.30-5.30
Telex: 333294 Fax: 0386 765354

Evesham Micros Ltd
63 Bridge Street
Evesham
Worcs WR11 4SF
Tel: 0386 765500

Also at: 1762 Pershore Rd., Cotteridge, Birmingham, B30 3BH Tel: 021 458 4564

GET THE NET OUT, LADS — HERE COMMS RANDY!

Welcome to the third crack at a decent Compunet section in the hallowed pages of ZZAP! The problem with the earlier efforts, and the reason why they ultimately failed, was the reason so many 'netters give me — too much demo coverage. After all, Compunet is not all demos — as you'll see over the next few months.

What I hope to give you is a light-hearted but informative look at the twilight world of the 'netter — a world in which daytime has no meaning (some of these people stay on until four in the morning!) but where everyone has their own views and opinions.

And that's another factor where hopefully Here Comms Randy will grab a few brownie points. Interactivity is an integral facet of Compunet, and will be echoed in this section. So don't expect to read only my side of the coin — anyone is obliged to throw their oar in, so to speak.

Right then, you know what to expect (or do you?), let's get right on down to some mean logon stuff, me hearties!

FED? DON'T TAKE ME FOR A MUG!

Federation II (or *FED*, as it is affectionately known to its participants) is the latest MUG to hit Compunet. 'What's a MUG?' I hear you wail pitifully. A large drinking utensil? An exceptionally gullible fellow? No, a MUG is a game (usually an adventure) in which you participate along with other computer users in the same quest, via the telephone line and a modem.

So, after finding said comms

peripheral under a small pile of rotting ex-Zzappers and wiping it down with a damp cloth, it was placed precariously into the back of the 64, a few taps on the keyboard, and hey presto, easier than pummelling a child's brains in with my baseball bat!

Federation II is set in the future. You play the part of an inexperienced young groundhog, whose ambition in life is to make lots of

cash and become very, very important in later life — Emperor of the galaxy, for instance. And while it sounds incredibly tough, it is. Because all those other folks who are playing the game will be out to stop you in the nicest possible way. And that's the great thing about *FED*; everyone is really friendly and helpful, even when they're blowing seven bags of it out of your spaceship.

Status is the all-important factor in *FED*, with the higher levels having more privileges than those lower mortals. A high standard of life, however, entails a lot of hard work at the beginning, such as paying off a huge spaceship loan from the bank, rushing around seeing to everyone else's whim and fancy, and trying not to annoy the other players. After the initial chores and general dogsbodying though, you can settle back, pester the other low level players, and begin to adventure a little.

Although being a fun game to play, *FED* is rather expensive at £1.50 per hour (plus the phone charges), and does seem rather cliquy at the moment, with the same people on night after night. That said however, they do come to your help often when you fall into a spot of bother. All in all, three factors will ultimately determine your enjoyment of this unusual adventure:

A relatively high income (to pay for the thing),

A lot of patience (to survive the tedious first stages) and

A pleasant character (to get someone to talk to you).

Me? I'm an uncouth pain in the arse, so I got thrown off after ten minutes!

▼ Certainly doesn't seem to be much trading going on here! — *FEDERATION II*

>Roxanne checks her make up

> act take a swig from the
handily-placed can of Grolsch
You take a swig from the
handily-placed can of Grolsch

>Roxanne says:
Well byeeeee sexy....

>Roxanne says:
Bye everyone else, too —
Same time tomorrow...wear boxer
shorts tho, Zzappy

>Zzap says:
>Why wear anything, Roxy darling?

> who
Merchant Gizmo [Bloodwing]
Trader Zzap [Den]
Merchant Greg [Seirra]

BUT WHY HEAR ONLY MY SIDE OF THE STORY?

You've read the review, now let's have a little 'tête-à-tête' with the bosses of *Federation II*: **Clement Chambers**, big cheese at CRL, and the game's programmer, **Alan Lenton**.

WHEN DID FED BEGIN, AND WHO HAD THE IDEA FOR A GAME OF IT'S TYPE?

The game first ran in January 1988. Alan is the creator, inventor and programmer.

SO, CLEM, WHAT IS YOUR INVOLVEMENT IN THE GAME?

I played it so much that I became convinced of its enormous potential to become the first computer game to enter the arena of mass entertainment. Having discussed my thoughts with Alan, we agreed that I would market the game. In a nutshell I am *Federation II*'s galactic salesman!

YOU'VE OBVIOUSLY GOT A HEFTY TASK ON YOUR HANDS THEN. ALAN, HOW LONG DID THE MUG TAKE TO PROGRAM?

It's been under constant development since August 1984, when I completed the preliminary design on a canal holiday. It's been an ongoing project ever since.

SO FED MUST BE A PRETTY SPRAWLING WORLD, THEN. EXACTLY HOW BIG?

800 locations, with 90 objects and mobiles. At this very moment the first players are reaching the levels where they can create their own planets with their own economies and political systems.

GOSH AND GOLLY! BUT FED IS PRETTY MUCH A 'CULT' FIGURE AT PRESENT. DO YOU HAVE A REASON FOR WHY THIS IS SO?

Quite simply, the game is a cult because most people don't have access to it. For the time being, only the 'crème de la crème' can play. I plan to change that!

£1.50 IS A LOT TO FORK OUT FOR AN HOUR ON FED. WHAT'S THE EXPLANATION FOR THE PRICE POLICY, CLEM?

Well, the French pay £6 an hour for their multi-user games, the Americans £4-£5. Therefore £1.50 isn't that expensive. How many games could you say you can play for more than 13 hours? Some, I grant you, but not many. The fact that people play 1000 hours shows just how good the game is. Every minute is so good you live it, and what you get out of it makes it cheap. After all, it's not just a game, it's an existence, a social experience, Dataspace. Try having a good time down the pub

with your mates at £1.50 an hour, or going out for an evening for less than a tenner. *Federation II* is cheap when you realise just what you're dealing with. If you consider the word Dataspace for a few minutes you'll appreciate what I'm raving about. The players are my proof - while they play, they a part of a real, alternative universe. £1.50 an hour is a cheap ticket to the stars.

CONCISE, CLEM, VERY CONCISE. I FOUND THAT HAVING TO DO A LOT OF TRADING AT THE BEGINNING IS RATHER DULL, AND (IN MY OPINION) A WASTE OF TIME AND MONEY. WHY THE NEED FOR SO MUCH OF IT, THEN?

It cannot be underestimated how much experience is required for the higher levels. I don't just mean game statistics, I mean understanding of other players, alliances, influence over player grouping, prestige, etc. All the sort of things one needs in the real world. You can't buy that, you need to learn it by experience. If you go into the higher levels without that experience, you'd just get into trouble.

WHAT PERSUADED YOU PERSONALLY, CLEM, TO BECOME INVOLVED WITH FED?

I thought it was the best game I'd ever played. What else could I do but become involved?

AN UNBIASED VIEW THERE, MATE. FINALLY, DO YOU HAVE ANY MORE MUGS IN THE PIPELINE?

Federation II has a lot of development still to go, maybe another five years. The macro-political structures have to go in, as has galactic economic modelling. The player planet-construction system has just been completed, while fine-tuning carries on all the time. If you had played around 2000 hours, you'd be waiting for some planet-building tools. But for most players, who are still working upwards to that point, they wouldn't know that there's work going on. So to answer your question, not imminently.

Thanks very much for your time, lads. Keep me in touch with further *Fed II* developments, and good luck for the future!

▼ **WATCHMEN** by Deek - GOTO MAGS.



▲ You too can bathe with this woman - *Psy* from PartyLine.

IT'S DEMO TIME!

DEMO: SINUS HACKS
AUTHOR: RAMTEK
GOTO: IMPORT
SIZE: 202 BLOCKS

This mega music hack by Ramtek begins with a charming piece of music and text in the form of a tribute to the writer Phillip K Dick (*Blade Runner*). After pressing the Space bar, the *Rambo* tune by John 'Chroid' Dunn plays, and the screen builds up, displaying a Ramtek logo at the top, a giant colour bar in the centre and two colour bars circling around the large one. Two Smileys ask the viewer to press Space, so here goes. Errm, I can't read this, it's in some foreign language. Oh well, 'Press Space' again, to access THE MAIN PART!

A nice pattern repeatedly draws itself, then erases and draws con-

tinuously. WOW! It is named HAM SINUS because it flickers rather like Interface mode on the Amiga... Hey! That doesn't make sense! They obviously don't know their HAM's from their Interlaces!

There are a mind-boggling 14 tunes to choose from within the demo, each with their own pattern on the HAM Sinus... and of course the ever-faithful scrollytext at the bottom!

I must say that the music in this demo is amazing, incorporating *STARBALL* by Chris Huelsbeck (which is not the same as the one by Jeroen Tel, by the way), and all the tunes from PLATOU by two guys from Europe whose names escape me at present. The PLATOU music is one of my current favourites, so this demo scores highly in my book!

GRAPHICS	80%
SOUND	92%
ORIGINALITY	75%
OVERALL	82%

Review sent in by DEEK

NETTERS CAUGHT IN THE NET!

Something that hasn't been done before, so this section is very experimental at the moment. In 'Caught in the Net', I'll let Compunet users tell you a bit about themselves, their likes and dislikes, and that sort of thing. If you like it, it'll stay in. If you don't, it'll go. It's as simple as that!

My current ID is AL17, and my name is TDM. But that's not my real name, that is **Robin Lennon**.

I possess an old and trusty C64, which I will keep for ever as it's just about the best computer around, and a new Amiga 500, which is the second best ever computer (only because I can't code on it yet (well, not very well!)).

I first joined Compunet ages ago, to get my hands on all of those cool demos and get to some of the famous people I had heard of (Stoat & Tim, Ian & Mic, Ash & Dave). I was amazed when I found out that Ash & Dave lived only about 10 miles from me!

My dream was to start up my own demo-group, which I did (System Design), and to become as famous as all of those other great big demo names. I never succeeded, probably because I only wrote about 3 demos! I still have my own DIR (goto SYSTEM) in which I upload any really good demos that I find (mainly imports!).

Well? If it all seems a little shaky, that's because I had literally days to put the whole thing together. Hopefully, when everyone gets into the swing of things, so to speak, we'll all begin to notice something weally wadical. So, until next time, good friends, I bid you a fond au revoir.

And don't forget, netters, you can check out the ZZAP! dir on Compunet at any time - GOTO ZZAP or GOTO MAGS...

SCORELORD

With the crazed trio of Houghton, Hamza and Evans finally disposed of, all is peaceful and serene at ZZAP! Towers this month . . . or it would be, had I been able to 'persuade' that most evil of Nature's creations, Paul Rand, to tag along with them.

However, plans are underway. A challenge is planned which could seal his doom and return this foul entity to the belly of whichever warped denizen it arose from. Meanwhile, I shall partake of another shot of Harpic Twister, while you peruse the points of the poseurs on this page.

720' (US Gold)

793,880 Spiro Harvey, Wellington, New Zealand
646,050 Philip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensfield, S Australia

ALIEN SYNDROME (Ace)

223,610 D Emmins, Stratford, London E15
210,500 Ian Taylor, Wollongong, Australia
148,200 John Flower, Victoria, Australia

ARKANOID II - REVENGE OF DOH (Imagine)

437,140 Keith David Boones, Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)

59,672,200 Col & Ginny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace)

1,100,250 Adrian Brooks, Lichfield, Staffs
519,900 Spiro Harvey, Wellington, New Zealand
452,200 Martin Kelsey, Dore, Sheffield

BARBARIAN II (Palace)

289,000 John Turkington, Carrickfergus, N Ireland
279,950 K Mackray, Marsa, Malta
246,060 Alex Shaw, Worcester, Worcs

BATTLE VALLEY (Rock-It)

1,930,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts

BEAT IT (Mastertronic)

1,350,070 Peter Samaan, Victoria, Australia
813,510 Dean James, W Bromwich, W Mids
794,110 Johnny Marr, Peckham, London

BIONIC COMMANDO (Go)

1,352,820 Marc Spence, Leeds, W Yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,150,620 A Barnett, Spencely, Salop

BUBBLE BOBBLE (Firebird)

8,692,430 Richard Pembroke, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire
8,215,420 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)

149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonathan Dood, Parklands, Northampton

COMBAT SCHOOL (Ocean)

447,920 Suhaid Khan, Rawalpindi, Pakistan
375,430 Mark Fontana, Burton-on-Trent, Staffs
325,980 Mark (The Circus), Swindon, Wilts

COSMIC CAUSEWAY (Gremlin Graphics)

998,713 Dale Miller, Peterborough, Cambs
994,123 Ben Johns, Penzance, Cornwall
887,460 Gavran Flower, Wallbee, Australia

CYBERNOID (Hewson)

138,875 Wayne Fowler, Basildon, Essex
124,800 Babak Fakhamzadeh, Delft, Holland
97,365 Andreas Panopoulos, Athens, Greece

DARK SIDE (Incentive)

6,130,726 Kuddly Bix, York, N Yorks
5,764,176 David Pety, Wakefield, W Yorks
3,608,450 Justin Moy, Crawley, Sussex

DRILLER (Incentive)

3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kuddly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

GREAT GIANA SISTERS (Go/Rainbow Arts)

94,710 Richard Ramsey, Gilmerton, Edinburgh
92,475 Andrew Rawley, Billericay, Essex
91,044 Lars Andresen, Broens, Denmark

GRYZOR (Ocean)

2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Croydon, Surrey

GUNSHIP (Microprose)

750,026 D Mothersole, Bishop's Stortford, Lancs
327,670 Paul Köster, Olpe, Germany
325,390 Matt Heaton, Berkhamstead, Herts

HAWKEYE (Thalamus)

2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Jonathan Green, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)

631,475 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland
618,450 Lee Laurensen, Lerwick, Shetland

IKARI WARRIORS (Elite)

381,700 Neil Head, Stourbridge, W Mids
379,400 Peter Stevens, Yeovil, Somerset
356,100 Nick Frere, Doncaster, S Yorks

IMPOSSIBLE MISSION II (US Gold)

112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE + (System 3)

565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middx

IO (Rainbird)

1,200,170 Jeremy Dagder, Adelaide, S Australia
609,570 Bruni Francesco Tagliamento, Italy
496,290 Nick Kennedy, Gunnislake, Cornwall

LAST NINJA 2 (System 3)

1,146,880 Stef Spikker, Deventer, Holland
999,560 Garry Green, Oakworth, W Yorks
869,720 Lee Knowles, Halifax, W Yorks

MEGA APOCALYPSE (Martech)

211,730 Peter Clarke, Hartlepool, Cleveland
204,340 Richard Ramsey, Gilmerton, Edinburgh
197,260 Liam Dysrant, Harrington Square, London NW1

MORPHEUS (Rainbird)

3,672,130 Paul Woods, Wallasey, Merseyside
1,321,485 Richard Pembroke, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon

NEBULUS (Hawson)

216,830 Michael Garnett, Hatfield, Herts
201,240 Matthew Moriarty, Hurst Green, E Sussex
168,370 Edward JD Jackson, Leeds, W Yorks

OPERATION WOLF (Ocean)

355,550 Adrian Brooks, Lichfield, Staffs
250,400 Nicky Lambert, Ilford, Essex
245,700 Jim Smith, Consett, Durham

OUT RUN (US Gold)

95,842,240 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

PAC-LAND (Quicksilver)

891,410 Strong, Twickenham
614,920 Jake E. West Bromwich, West Mids
563,750 Simon Cole, Chelmsford, Essex

PLATOON (Ocean)

1,162,100 Liam Dysrant, Harrington Square, London NW1
1,060,800 David Pocock, S Croydon, Surrey
1,010,650 Jeremy Webb, Blandford, Dorset

PROHIBITION (Infogrames)

\$30,260 Robert Pascoe, Truro, Cornwall
\$26,280 Stuart Wannop, Accrington, Lancs
\$22,155 Sebastian Stephen, Victoria, Australia

PROJECT STEALTH FIGHTER (Microprose)

518,970 JA Moore, Margaret River, W Australia
127,250 Sue Barlow, Glaisley, W Yorks
91,230 Gjsbert Griffioen, Lelystad, Holland

RE-BOUNDER (Gremlin Graphics)

11,250,073 Craig Knight, Keyworth, Notts
3,486,190 Webby, Chorley, Lancs
2,470,584 Marc Hodge, Selby, N Yorks

ROAD BLASTERS (US Gold)

4,226,750 Neil White, Graigentinny, Edinburgh
2,015,460 Paul Rush, St Leonards-on-Sea, E Sussex
1,947,340 Billy Barnes, Murton, Durham

ROAD RUNNER (US Gold)

3,009,456 RA Alessie, Rotterdam, Holland
2,644,800 Wendy Hickey, Liverpool, Merseyside
1,022,100 Jason Faulkner, Cottesmore, Leics

ROLLING THUNDER (US Gold)

4,474,735 Casey Gallacher, Calcot, Reading
4,035,220 Ian Taylor, Wollongong, Australia
730,520 Kelvin Clegg, Hayle, Cornwall

SALAMANDER (Imagine)

341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
241,075 Ashley Arnold, Victoria, Australia

SAMURAI WARRIOR (Firebird)

1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex
854 Richard Granville, Heshunt, Herts

SKATE ROCK SIMULATOR (Mastertronic)

395,050 Stephen Bambrough, Heaton, Newcastle Upon Tyne
326,380 Brian Hambley, Prescott, Merseyside
294,270 Martin Lear, Huddersfield, W Yorks

SLAMBALL (Americana)

19,635,920 Dean Betts, Edenbridge, Kent
15,943,250 Daniel Luke, Houghton-Le-Spring, Durham
13,460,320 Richard Tatterton, Holgate, York

SLAP FIGHT (Imagine)

803,425 Viya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsey, Gilmerton, Edinburgh

SPORE (Mastertronic)

969,100 Neil White, Craigentinny, Edinburgh
964,960 Mathew Holdaway, Coulsdon, Surrey
955,460 Terry Redfern, Buxton, Derbys

STAR PAWS (Software Projects)

848,223 Roy Masson, Worthing, West Sussex
693,378 Kriss, Northolt, Middx
647,226 Matthew Smith, Warrington, Cheshire

TARGET RENEGADE (Imagine)

440,226 A Barnett, Spencely, Salop 436,700 Br Crossley, Leeds, W Yorks
426,700 Neil Maundling, Whitehaven, Cumbria

TETRIS (Mirrorsoft)

131,029 J Tillotson, Halifax, W Yorks
78,986 Stuart Scattergood, Deeside, Clwyd
75,545 Stevn Leary, Chelsea, London

THING BOUNCES BACK (Gremlin Graphics)

8,875,496 Tim Smith, Nr Nantwich, Cheshire
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts

THUNDERCATS (Elite)

3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,639,700 Warwick Hunt, Huddersfield, W Yorks

TOY BIZARRE (Activision)

545,850 Bjorn Halen, Paipis, Finland
329,550 Anil Khedun, Tottenham, London
275,720 Michael Sharpe, Peterborough, Cambs

TRAZ (Cascade)

274,775 Simon Pile and Richard Maccall, Yatton, Bristol
176,470 John Glynn, Newcastle, Staffs
94,250 Kriss, Northolt, Middx

URIDIUM + (Hewson)

575,005 Tim Goldee, No Fixed Abode
478,020 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

ZENJI (Firebird)

605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZOLYX (Firebird)

445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Manios Stylianides, London, SW16

ZYBEX (Zeppelin)

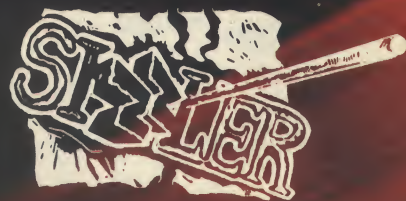
1,093,200 Michael Collins, Castle Rea, Co Roscommon
398,850 Steve Lee, Guildford, Surrey
288,500 John Farrow, Barrowford, Lancs

ZYNAPS (Hewson)

1,093,200 Michael Collins, Castle Rea, Co Roscommon
398,850 Steve Lee, Guildford, Surrey
288,500 John Farrow, Barrowford, Lancs

From the people who brought you Test Drive™

Join The Autobahn Society



The Ferrari F40: The Porsche 959.

The rarest birds on the German Autobahn. You could live a lifetime and never see one—let alone drive one.

Or you could race them, right now, on your personal computer.

The Duel: Test Drive II™ puts you behind the wheel of the world's fastest production cars—

the Ferrari F40 and the Porsche 959—rocketing down roadways that are as eye catching and dangerous as the cars themselves.

Test Drive™ defined speed, power and performance against the clock. Now, **The Duel: Test Drive II** sets a new standard in racing. Head-to-head racing at 200 mph down desert straightaways, through lush forests or up winding mountain roads.



Real roads—where loose gravel, oil slicks, strewn rocks and head-on traffic are as intent on beating you as the competition and the cops. There are even optional car and scenery disks available.

The Duel: Test Drive II. Accolade's new top-speed shootout.

Available on:
IBM PC + compatibles, Amiga, CBM 64 disk.

Coming soon on CBM 64 cassette, Amstrad and Spectrum

California Challenge:

IBM PC, Amiga, CBM 64

Accessory disks

The Supercars:

IBM PC, Amiga, CBM 64

Coming soon on Amstrad and Spectrum

Coming soon on Spectrum and Amstrad.



ACCOLADE

The best in entertainment software™

550 S. Winchester Blvd., San Jose, CA 95128.

CAR Blimey!

THE BUDGET BIT!

BOMB JACK II

Encore, £1.99 (Rerelease)

Jack's back! And he's still collecting bombs! But that's not all he's doing! And why am I typing all of these exclamation marks! Following the Bomb Jack tradition, you control the stunted, flying super-hero. Played in quasi-3D as opposed to the rather flat dimensions of the original, your aim this time is not to defuse the explosives left lying casually around a series of platforms. No, this time it's to collect bags of treasure, left flying around a series of platforms.

However, life is never simple. I mean, you do have to take the rough with the smooth, you know. For, although you get the opportunity to

make yourself dead rich with all this lovely dosh, stalking the platforms are nasty vicious dinosaurs, intent on pushing you over the edge, and sealing your doom!

While the general presentation and overall gameplay of *Bomb Jack II* is admirable, with detailed (though admittedly miniscule) sprites and colourful backdrops, the game lacks the 'cutesy-pie' factor, so noticeable in its predecessor. Saying that, *Bomb Jack II* is a title worthy of attention if you were a fan of the original, and definitely high in the value-for-money stakes at its new budget price

OVERALL 81%



KOKOTONI WILF

Encore, £1.99 (Rerelease)

Personally, I think time travel is over-rated. I mean, who wants to go whizzing around all ages, finding out what's going to happen in the future, having to sit and listen to all your relatives when they're as old as the bloody hills? Mind you, it would be handy to catch the pools results before the matches are played!

Ulrich, on the other hand, has no such thoughts in his head. All he wishes to do is find all the pieces of the Dragon Amulet, making him a more powerful wizard than he is at the moment. Of course, these fragments are scattered through time (surprise!), and old Richy doesn't want to go whizzing around himself. So he sends his trusty manservant, Wilf. With only a pair of magic wings, given to him by the magician, Wilf sets out on his quest. A quest which will take him, and you, on a mission through time, braving

the onslaught of anything that the fourth dimension can hurl at you. The best way to describe *Kokotoni Wilf*, I suppose, would be to say that it's sort of *Jet Set Willy* with wings. It's very much in the platforms and ladders mould, but instead of climbing up and down ladders, you have wings strapped to your shoulders. A novel idea, I think you'll agree. While graphically pleasing for a game of its age, I must say that colour has been overused throughout, especially when you see things such as scarlet dinosaurs! Another annoying aspect is that the difficulty setting is way over the top, demanding absolutely precise reflexes. *Kokotoni Wilf* does have its flaws, yet proves extremely difficult to leave alone. The flying is a novel approach, and that along with good presentation, should make it a success in the high street.

OVERALL 77%

STREET CRED BOXING

Players Premier, £2.99

Biff! Punch! Thwack! And various other equally hard and destructive noises! Joe Lebrinskis, manager of the world famous East Side Boxing Gym, has gotten himself into a spot of bother with the local street gang, and now they're gunning for him. They want fifty grand from him, and they've sent out the 'collection boys'.

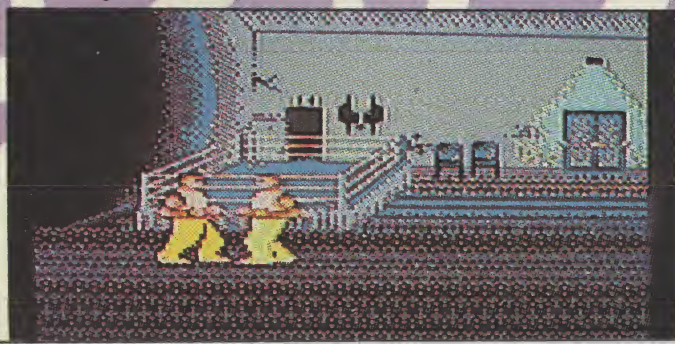
Of course, fifty thousand greenies isn't something you want to part with lightly, so why not train up some of the boys to go out and deal with the oncoming heavies?

A three part program, the first section sees you in the gym. The upper region of your body is shown, as well as a punchbag. The aim is to wiggle the joystick until the 'gloveometer' at the bottom of the screen enters the yellow. Each time that occurs, you pass the test, and are given the chance to train up another fighter, of which five are

available.

Next is the sparring session - here you'll find out just how well your boys have done their training. It's just you against the other fighter, winner stays on. The final load (for this is a multiloop program) puts your gang out onto the streets of the mean, lean East Side, facing the onslaught of the enemy fighters. Hit them as hard as you can, dodge their attacks, and you'll win the day and keep your cash! Or at least you will if you have a severe sight problem; so that you don't notice the poor quality characters. The only aspect of *Street Cred Boxing* worthy of any praise, really, is the bouncy soundtrack on the title screen; most of the other sonic 'delights' aren't. Delightful I mean. What a start for Players' £2.99 label!

OVERALL 26%



£5 Off. Has our computer gone haywire?



FALCON PM

MIRROR
Sale

Boots
SPECIAL OFFER
WAS £29.99
NOW
£24.99

Amiga
Version

THE F-16 FIGHTER SIMULATION

Spectrum HoloByte TM



AMIGA

**THE REAL
GHOSTBUSTERS**

Boots
SPECIAL OFFER
WAS £24.99
NOW
£19.99

ACTIVISION

BOOTS FIGHTER HUMAN FIGURES
AVAILABLE WHILE STOCK LASTS

Between 5th June and 1st July you can save £5 on selected Amiga and Atari ST software titles at Boots.

Get down here quickly, before we fix the computer.

Available at larger stores, subject to stock availability.

A better buy at



SPECIAL OFFER

SILKWORM 64 Cass £6.99
Disk £9.99; Amiga £12.99
A ZZAP Sizzler 92%
"The one shoot em up you
can't afford to miss."



PREMIER MAIL ORDER

TITLE	CBM 64 CASS	DISK	TITLE	CBM 64 CASS	DISK
ACE	2.99	4.99	L'BOARD PAR 4	10.99	12.99
ACE 2	2.99	4.99	MARS SAGA	13.99	10.99
ACE OF FACES	2.99	9.99	McARTHURS WAR	2.99	
AFTERBURNER	6.99	10.99	METRO CROSS	9.99	13.99
AIRBORNE RANGER 128	6.99	13.99	MICRO SOCCER	10.99	13.99
ALIEN SYNDROME	6.45	9.99	MINI OFFICE 2	6.99	9.99
AM CIV WAR Vol 1,2 or 3	14.99		MOTOR MASSACRE	7.45	10.99
ANDY CAPP	2.99		NETHERWORLD	12.99	
ANKH	1.00		NEUROMANCER	5.99	10.99
APOLLO 18	6.99	10.99	NIGHTRAIDER	6.99	9.99
ARCADE MUSCLE	8.99	10.99	OBILITERATOR	10.99	
ARKANOID 2 REVENGE	5.99	9.99	ONE ON ONE 2	6.99	9.99
ARMALYTE	6.99	9.99	OPERATION HORMUZ	7.50	10.99
BAAL	3.99		OPERATION NEPTUNE	5.99	9.99
BANGKOK KNIGHTS	6.99	9.99	OPERATION WOLF	7.50	10.99
BARBARIAN 2 PALACE	12.99		OUTRUN	6.25	9.99
BARDS TALE 2 OR 3	6.25	9.99	PACLAND	6.25	9.99
BATMAN CAPED CRUSDR	14.99		PACMANIA	10.99	
BATTLE IN NORMANDY	14.99		PATTON V ROMMEL	6.99	9.99
BATTLEFRONT	7.45	9.99	PETER BEARDSLEY	7.50	10.99
BLACK TIGER	6.50	9.99	PHM PEGASUS	5.99	8.99
BLASTEROIDS	6.45	9.99	PHOBIA	9.99	13.99
BOMBUZAL	9.99	9.99	PIRATES	10.99	
BUGGY BOY	6.99	9.99	POOL OF RADIANCE	8.99	10.99
CAPTAIN BLOOD	9.99	13.99	POWER AT SEA	6.99	9.99
CARRIER COMMAND	14.99		PRESIDENT MISSING	6.99	9.99
CARRIERS AT WAR	7.50	10.99	PRO SOCCER (CRL)	3.99	
CHICAGO 30's	2.99		PURPLE SATURN DAY	6.99	9.99
CHUCK YEAGER	2.99		QUEDEX	6.99	10.99
CLASSIC COLLECTION	8.99	8.99	R-Type	6.00	
COMBAT GAME	6.50		RACK EM	6.50	9.99
COMMAND PERFORM'CE	6.50	9.99	RAFFLES	14.99	
CRAZY CARS 2	6.50	9.99	RAMBO 3	7.50	10.99
DALEY THOMPSON 88	6.99	9.99	REACH FOR THE STARS	6.50	9.99
DARK FUSION	10.99		REAL GHOSTBUSTERS	7.50	10.99
DEATHLORD	2.99		REALM OF TROLLS	6.50	
DEFLEKTOR	6.99	10.99	RED HEAT	9.99	13.99
DENARIS	6.50	9.99	RED OCTOBER	9.99	12.99
DNA WARRIOR	6.99	9.99	RED STORM RISING	6.50	9.99
DOUBLE DRAGON	6.99	9.99	RENEGADE 3	6.99	9.99
DRAGON NINJA	5.99		RETURN OF JEDI	2.99	4.99
DRAGONSLAYER	7.45		REVS	12.99	
ELIMINATOR	6.99	8.99	ROBOCOP	14.99	
EMILYN HUGHES FOOT	6.99	9.99	ROCKET RANGER	6.50	9.99
EMPIRE STRIKES BACK	6.99	9.99	ROMMEL	10.99	14.99
ESPIONAGE	14.99		RUN THE GAUNTLET	5.99	9.99
EUROPE ABLAZE	6.99	8.99	RUSSIA	13.99	
EXPLODING FIST +	9.99	12.99	SAMURAI WARRIOR	2.99	
F15 STRIKE EAGLE	9.99	12.99	SANXION	6.99	8.99
F16 COMBAT PILOT	6.99	8.99	SAVAGE	7.50	10.99
FAIR MEANS OR FOUL	7.45	10.99	S.D.I. (ACTIVISION)	2.99	4.99
FAST BREAK	10.99		SENTINEL	7.50	10.99
FINAL COMMAND	8.99	11.99	SERVE & VOLLEY	10.99	14.99
FINAL FRONTIER	8.99	10.99	SHOOT EM UP CON KIT	6.99	9.99
FIREZONE	11.99		SILENT SERVICE	7.50	10.99
FISH	9.99	12.99	SKATE OR DIE	2.99	
FLIGHT ACE	5.50	7.99	SOCCER	10.50	12.99
FOOT MAN 2 EXP KIT	6.45		SPACE ACE	5.99	8.99
FOOTBALL DIRECTOR	2.99	6.99	SPEEDBALL	9.99	10.99
FOOTBALL MANAGER 1	6.99	9.99	SPORTS WORLD 88	2.99	
FOOTBALL MANAGER 2	6.99	9.99	SPY HUNTER	10.99	
FORGOTTEN WORLD	6.99	9.99	STARFLEET	6.99	9.99
FOX FIGHTS BACK	7.99	9.99	STAR WARS	9.99	13.99
FUN SCHOOL 2 (6 to 8)	7.99	9.99	STEALTH FIGHTER	10.99	
FUN SCHOOL 2 (over 8)	7.99	9.99	STEEL THUNDER	6.50	9.99
FUN SCHOOL (under 6)	7.45	10.99	STORMLORD	10.99	
G LINEKER HOTSHOT	6.99	9.99	STRIPPOKER 2	5.99	
GAME OVER 2	8.99		SUPER DRAGON SLAYER	6.99	9.99
GAME SET & MATCH 2	6.50		SUPERMAN	3.99	
GARFIELD	6.50	9.99	SUPER SUNDAY	8.99	11.99
GARFIELD WINTER	2.99		SUPREME CHALLENGE	7.50	10.99
GAUNTLET	10.45	12.99	TKO	8.99	
GIANTS	7.45	10.99	TAITO COIN OPS	5.99	9.99
GRAND PRIX CIRCUIT	6.50	9.99	TARGET RENEGADE	7.50	10.99
GUERRILLA WARS	9.99	13.99	TECHNO COP	6.99	
GUNSHIP	14.99		TERRAPODS	7.50	10.99
HALLS OF MONTEZUMA	6.99	9.99	THE IN CROWD	6.99	9.99
HAWKEYE	7.45	10.99	THUNDERBLADE	6.99	9.99
HELLFIRE ATTACK	7.45	10.99	TIGER ROAD	6.99	9.99
HEROES OF LANCE	6.50	9.99	TIMES OF LORE	9.99	9.99
HOSTAGES	6.99	9.99	TIME & MAGIK	6.50	
IKARI WARRIORS	9.99	10.99	TITAN	6.99	9.99
INC SHRINKING SPHERE	7.45	10.99	TRACKSUIT MANAGER	6.99	9.99
INFODROID	1.99		TRAIN ESCAPE	6.99	8.99
INGRIDS BACK	9.99	9.99	TYGER TYGER	7.50	10.99
INT KARATE	2.99		ULTIMATE GOLF	6.50	9.99
INTO EAGLES NEST	2.99		UNTOUCHABLES	6.99	9.99
JETBIKE SIMULATOR	10.45	12.99	VIGILANTE	6.50	9.99
KARATE ACE	6.99	12.99	VINDICATORS (DOMARK)	6.99	9.99
KONAMI COLLECTION	13.99		WANDERER	6.99	9.99
KOREAN WAR	2.99		WAR IN MIDDLE EARTH	12.99	
KRAKOUT	9.99	11.99	WASTELAND	6.99	12.99
LANCELOT	7.45	10.99	WE ARE THE CHAMPS	6.50	9.99
LAST DUEL	6.99	9.99	WECLE MANS	10.99	
LAST NINJA	8.99	9.99	ZAK MCKRACKEN		
LAST NINJA 2					

ELECTRONIC ARTS SPECIAL OFFERS

NAME	C64 CASS	DISC	AMIGA
Archon Collection	5.99	8.99	
ArcticFox	2.99	8.99	
Bards Tale 1	2.99	8.99	
Deluxe Music Con Kit		49.99	
Deluxe Paint 3		49.99	
Deluxe Photolab		49.99	
Deluxe Print 2		49.99	
Deluxe Production		89.99	
Deluxe Video		49.99	
Earth Orbit Station	5.99		
Ferrari Formula 1		19.99	
Fusion		15.99	
Interceptor		15.99	
Legacy of Ancients	5.99		
Marble Madness	5.99	8.99	
Populous		16.99	
Powerdrome		15.99	
Skyfox 2		5.99	
Test Drive	6.99	10.50	8.99
World Tour Golf	2.99		

TITLE	AMIGA
ADV RUGBY SIM	11.99
ADV SKI SIM	11.99
AFTERBURNER	16.99
ALIEN LEGION	16.99
AMIGA GOLD HITS 1	16.99
ARCHIPELAGOS	15.99
ARKANOID 2 REVENGE	14.99
ARMALYTE	11.99
BAAL	14.99
BAL OF POWER 1990	14.99
BALLISTIX	11.99
BARBARIAN 2 PALA	11.99
BARDS TALE 2	17.99
BATMAN CAPED CRUSADER	14.99
BATTLE CHESS	17.99
BATTLEMANKS 1942	17.99
BLASTEROIDS	14.99
BLAZING BARRELS	14.99
BLOOD MONEY	16.99
BOMBUZAL	14.99
CAPONE	19.99
CARRIER COMMAND	14.99
CHRONOQUEST	18.99
CHUKIE EGG 1 OR 2	11.99
COLOSSUS CHESS X	16.99
CORRUPTION	14.99
COSMIC PIRATE	14.99
CRAZY CARS 2	14.99
CYBERNOD 2	11.99
DAKAR 89	16.99
DAMOCLES	11.99
DARIUS 89	14.99
DARK CASTLE	14.99
DENARIS	16.99
DNA WARRIOR	11.99
DOUBLE DRAGON	11.99
DRAGON NINJA	16.99
DRAGONSLAYER	11.99
DRAGONSLAIR	29.99
DUNGEON MASTER 1MEG	14.95
ELITE	14.99
EMMANUELLE	11.99
EMPIRE STRIKES BACK	11.99
F16 COMBAT PILOT	16.99
FALCON F16	19.99
FED OF FREE TRADE	19.99
FINAL COMMAND	19.99
FISH	14.99
FLIGHT SIM 2	26.99
FLT DISC 7 OR 11	13.99
FLT DISC EUROPEAN	13.99
FLT DISC JAPAN	13.99
FOOTBALL DIRECTOR 2	11.99
FOOTBALL MANAGER 2	11.99
FOOT MAN 2 EXP KIT	8.99
FORGOTTEN WORLD	12.99
FROIGHTNIGHT	11.99
FRONTIER (EPT)	14.99
FUNK SCHOOL 2 (under 6)	15.99
FUNK SCHOOL 2 (6 to 8)	15.99
FUNK SCHOOL 2 (over 8)	15.99
GALDRÉGONS DOMAIN	11.99
GARFIELD	14.99
GARFIELD WINTER	11.99
GRAND PRIX SIM 2	11.99
GREEN BERET	14.99
GUERRILLA WAR	14.99
GUNSHIP	14.99

TITLE	AMIGA	TITLE	AMIGA
H. K. MACHINE	9.99	VIGILANTE	10.99
HELTER SKELTER	9.99	VINDICATORS (Domark)	11.99
HEROES OF LANCE	16.99	VIRUS	11.99
HOSTAGES	14.99	VIRUS KILLER	8.99
HUNT FOR RED OCTOBER	14.99	VOYAGER	15.99
HYBRIS	19.99	WANDERER	11.99
INC SHRINK SPHERE	16.99	WAR IN MIDDLE EARTH	14.99
INGRIDS BACK	11.99	WATERLOO	14.99
INT KARATE +	16.99	WEIRD DREAMS	14.99
JET	26.99	ZAK MCKRACKEN	16.99
JON OF ARC	16.99		
KENNEDY APPROACH	14.99		
KICK OFF	11.99		
KIND WORDS 2	34.99		
KRISTAL	17.99		
L'BOARD BIRDIE	16.99		
LANCELOT	11.99		
LAST DUEL	10.99		
LED STORM	13.99		
LEISURE SUIT LARRY 2	19.99		
LOMBARD RAC RALLY	14.99		
LORDS OF RISING SUN	17.99		
MANHATTAN DEALER	14.99		
MARIA WHITTAKER	9.99		
MENACE	12.99		
MICROPROSE SOCCER	14.99		
MILLENNIUM 2.2	16.99		
MORTVILLE MANOR	15.99		
NAVCOM 6	16.99		
NEBULUS	17.99		
OPERATION NEPTUNE	14.99		
OPERATION WOLF	14.99		
OUTRUN	13.99		
OUTRUN EUROPA	9.99		
P.O.W.	19.99		
PACLAND	11.99		
PACMANIA	11.99		
PETER BEARDSLEY	12.99		
PHOBIA	14.99		
POLICE QUEST	16.99		
POOL OF RADIANCE	16.99		
PRECIOUS METAL	15.99		
PREMIER COLLECTION	18.99		
PURPLE SATURN DAY	14.99		
RAFFLES	14.99		
RAIDER	11.99		
REACH FOR STARS	15.99		
REAL GHOSTBUSTERS	16.99		
REALM OF TROLLS	16.99		
RED HEAT	15.99		
RENEGADE 1 OR 3	14.99		
RETURN OF JEDI	11.99		
RINGSIDE	14.99		
ROADBLASTERS	13.99		
ROBOCOP	14.99		
ROCKET RANGER	19.99		
RUNNING MAN	14.99		
RUN THE GAUNTLET	14.99		
SHADOWGATE	14.99		
SHOOT EM UP CON KIT	14.99		
SILENT SERVICE	14.99		
SKATE OR DIE	17.99		
SPACE HARRIER 2	16.99		
SPEEDBALL	14.99		
STAG	14.99		
STARGLIDER 2	14.99		
STEVE DAVIS WORLD SNOOKER	11.99		
STORM TROOPER	14.99		
STRIP POKER 2+	9.99		
STRIPPOKER DATA BEV & DAWN	7.99		
SUPER HANGON	16.99		
SUPERBASE PERSONAL	59.95		
SUPERMAN	14.99		
SWORD OF SODAN	16.99		
TALESPIIN	17.99		
TECH	13.99		
TECHNOCOP	13.99		
TEENAGE QUEEN	11.99		
TEST DRIVE 2 THE DUEL	21.99		
THEATRE EUROPE	14.99		
THUNDERBLADE	16.99		
TIME AND MAGIK	11.99		
TIMES OF LORE	14.99		
TITAN	14.99		
TRACERS	16.99		
TRACKSUIT MANAGER	11.99		
TRIV PURSUIT NEW BEGIN	11.99		
TV SPORTS F'BALL	17.99		
ULTIMATE GOLF	13.99		
UMS SCENARIO 1	8.99		
UMS SCENARIO 2	8.99		
UNIV MILITARY SIM	14.99		
VERMINATOR	14.99		
VICTORY ROAD	14.99		

SEGA SOFTWARE

TITLE	PRICE
ACTION FIGHTER	18.99
AFTERBURNER	22.99
ALEX KID	18.99
ALEX KID IN MIRACLE WORLD	20.99
ALEX KID LOST STARS	22.99
ALIEN SYNDROME	22.99
ASTRO WARRIOR	18.99
AZTEC ADVENTURE	20.99
BLACK BELT	18.99
BLADE EAGLE 3D	22.99
CAPTAIN SILVER	22.99
CHOPFLIFTER	18.99
DOUBLE DRAGON	22.99
ENDURO RACER	18.99
F16	13.99
FANTASY ZONE	18.99
FANTASY ZONE 2	22.99
GANGSTER TOWN	18.99
GHOST HOUSE	13.99
GLOBAL DEFENCE	18.99
GOLVELIOUS	22.99
GREAT BASEBALL	20.99
GREAT FOOTBALL	20.99
GREAT GOLF	20.99
GREAT VOLLEYBALL	20.99
KENSENIDEN	22.99
KUNG FU KID	20.99
LORD OF THE SWORD	22.99

BE A SMART ART WITH PSYGNOSIS!

DAVE JONES

EQUIPMENT

LOCKER



Blood Money



- Have YOU got an Amiga?
- Do YOU possess an art package for the wonder-machine?
- Can YOU use it properly?

If your answers to the above questions are YES, then you could be in with the chance of winning a fab prize, courtesy of *Blood Money* Sizzler-merchants, Psygnosis!

We've all seen the cover illustrations which the scouse software masters churn out with frightening regularity, and we all have to admit that they're pretty damn impressive. But could YOU, brave Amiga owner, do any better?

That's what we want you to do. Using any of the major Amiga art utilities, can you come up with a piccy to match the quality of a Psygnosis cover? If you can, we've got a great package lined up for you!

The first-prize winner will receive (deep breath): *Sculpt 4D* (by Byte by Byte) with all necessary hardware upgrades, a ticket to the 1989 PC Show (where you will be awarded the fruits of your labour), coverage of your illustration

within the hallowed pages of *ZZAP!*, and (quality permitting) use of your drawing on a future Psygnosis release!

We haven't forgotten the runners-up, either. FIVE lovely readers will receive the **ENTIRE COLLECTION** of Psygnosis software for their Amiga, as well as tickets to the PC Show!

So, get that Deluxe Paint package booted up. Agnes, and get down to business!

When you've completed your masterpiece, bung the disk in a jiffy bag, and send it to:

**ARTY FARTY PSYGGY
COMP, ZZAP! Towers, PO
BOX 10, Ludlow, Shropshire SY8 1DB.**

Closing date is August 10, so that gives you a bit of time to get your mouse into action! Normal rules apply.

022000

000000

\$000

9=3



RANDY SAYS – TIPS OOT FOR THE LADZ!!!

DID YE HOY TABS AT MY MUTHA, LIKE?

Well I knew Maff thought I was a bit daft, but I didn't think he'd up and leave me! Oh well, such is the way of the Lord, so they say. Hello, ladies and gents (and those of you who don't know any better – old Tarby joke) and welcome to the first installment of **Tips Oot For The Ladz**. Well, what do you expect from a Geordie, niceties?
But don't think that because I'm an uncouth North-Eas-

terner you'll be getting a rough deal in the cheats department. On the contrary, in fact. Let's see what we have in this, my debut. The only definitive guide to *Rocket Ranger* on both 64 and Amiga, as well as a veritable abundance of general hints, pokes and listings for 8 and 16-bit!

Yes pet, it's all here. So don't watch that, watch this!!!

OOH LUVVY, DON'T POKE ME THERE!

Not only a camp title, but the section for all your pokes, be they reset switch one-liners or four foot listings, you'll find

something of value here. And if you don't, well, as Den would say, tough.

DRAGON NINJA (Imagine)

A trio of cheats from those especially sexy Essex lads, Willis and Chargy. Type in and save the listing for future use, and infinite lives, energy and time are available exclusively to you!

```
0 PRINT CHR$(147)
10 REM DRAGON NINJA
    POKE BY WILLIS AND
    CHARGY
20 DATA 32, 86, 245, 169, 32,
    141, 84, 3, 169, 166, 141, 85,
```

```
3
30 DATA 169, 1, 141, 86, 3, 96,
    72, 77, 80, 72, 169, 163, 141
40 DATA 122, 128, 169, 0, 141,
    76, 130, 104, 173, 32, 208, 96
50 FOR X=400 TO
    437:READY:C=C+Y:POKE
    X,Y:NEXT
60 IF C=4015 THEN POKE
    157, 128:SYS 400
70 PRINT "DATA
    ERROR!":END
```

FRIGHTMARE (Cascade)

Fine, okay, so maybe I'm going back a bit with this one, but Hexy and Jack of The Cheaters have gone to a lot of hard work with this one, so pay attention. Load and reset the game, and take your pick from the plethora of pokes below.

```
POKE 21829,169:POKE
21830,0:POKE 21831,234 (RE-
TURN)
disables sprite collision
POKE 21839,173 (RETURN)
gives infinite lives
SYS 16384 (RETURN)
to restart the game
```

PLATOON (Ocean)

Willis and Chargy again, this time with assistance on that hot film tie-in. Simply type this little lot in and hey presto, more lives than Vietnam had casualties!

```
0 PRINT CHR$(147)
10 REM PLATOON POKE BY
    WILLIS AND CHARGY
20 DATA 32, 44, 247, 32, 108,
    245, 169, 51
30 DATA 141, 196, 2, 169, 2,
    141, 201, 2
40 DATA 76, 167, 2, 169, 74,
    141, 111, 1
50 DATA 169, 2, 141, 112, 1,
```

```
60 169, 88, 141
    DATA 211, 2, 169, 96, 141,
    114, 226, 76
70 DATA 81, 3, 169, 81, 141,
    196, 2, 169
80 DATA 3, 141, 201, 2, 169,
    222, 141, 114
90 DATA 226, 169, 173, 141, 54,
    189, 141
100 DATA 16, 189, 141, 211, 189,
    169, 0
110 DATA 141, 114, 189, 76, 0, 4
120 FOR X=544 TO 619:READ
    B:POKE X,B:C=C+B:NEXT
130 IF C=8748 THEN SYS 544
140 PRINT "DATA
    ERROR!":END
```

ORION (Rack-It)

I was talking to the programmer of this on Compunet's PartyLine a couple of weeks ago (hi, Jay!) and he hassled me due to the bad review it got in ZZAP! So I blamed someone else! Anyway, here's a tad of an infinite lives listing from The Breaker.

```
0 REM ORION INFINITE
    LIVES BY THE BREAKER
10 FOR I=272 TO 308:READ A:
    POKE I,A:NEXT:SYS 272
```

```
20 DATA 32, 86, 245, 169, 32,
    141, 240, 3
30 DATA 169, 1, 141, 245, 3, 76,
    167, 2
40 DATA 169, 45, 141, 199, 227,
    169, 1, 141
50 DATA 200, 227, 76, 0, 224,
    169, 165, 141
60 DATA 192, 22, 76, 27, 8
```

Just lob in the listing and then type RUN. It's that simple, innit?

SCARY MONSTERS (Firebird)

Monsters don't bother me (I'm too hard for that) but if you're feeling more than a little peeved at losing all your smart bombs and men in this gruesome gadgi, try these reset switch POKES from that man-jockey himself, The Breaker

```
POKE 45719,165 (RETURN)
POKE 45860,165 (RETURN)
for infinite lives
POKE 43765,165 (RETURN)
for infinite smart bombs
SYS 4096 (RETURN)
to restart the game
```

PURPLE HEARTS (CRL)

Mark Goodinson throws his two-penneth in with these reset switch jobbies for the so-so CRL game. Load and reset the computer, and away you go, my son.

POKE 6466,173 (RETURN)

```
infinite lives player one
POKE 796,173 (RETURN)
infinite lives player two
POKE 19803,189 (RETURN)
unlimited ammo
SYS 3072 (RETURN)
to restart the game
```

ROBOCOP (Ocean)

A thousand pardons to all you poor people who tried the listing a couple of months back and found it didn't work. However, this teensy little reset switch POKE from Mark Goodinson in Rotherham, South Yorkshire should be enough to get you past the various nasties in this

canny blast-'em-up.

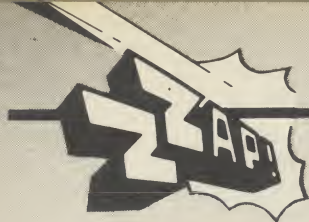
```
POKE 44416,0 (RETURN)
SYS 32768 (RETURN)
gives the metal militia—man unlimited energy, which should keep you out of trouble for a while, at least.
```

LAST NINJA II (System 3)

Now here's a big, long listing for that sizzling martial-arter, sent to use by a very nice chap, Mr A Essex who hails from Leicester. It'll cause a few blisters but the results will be worth it. RUN when it's all in there (save it first, though, don't want to type it all in again, do you?) for never-ending ninjas on all but the final confrontation.

```
0 PRINT CHR$(147)
10 FOR I=304 TO 431: READ
    A$
20 L=ASC(LEFT$(A$,1)):L=L
    -55: IF L<55 THEN L=L+7
30 R=ASC
    (RIGHT$(A$,1)):R=R-55
    :IF R<55 THEN R=R+7
40 V=(L*16)+R:C=C+V:
    POKE I,V: NEXT
50 IF C<>14491 THEN PRINT
    "DATA ERROR!":END
60 PRINT "SAVE LISTING FOR
    FUTURE USE"
70 PRINT:PRINT "SYS 373 TO
```

```
START"
100 DATA A9,AD,8D,50,92,A9,
    3C,8D,5E,17
110 DATA A9,03,8D,5F,17,A2,
    24,BD,4F,01
120 DATA 9D,3C,03,CA,10,F7,
    A2,12,4C,F3
130 DATA 3F,A5,EC,29,0F,AA,
    BD,54,03,8D
140 DATA 50,03,BD,5A,03,8D,
    51,03,A9,AD
150 DATA 8D,FF,FF,4C,F3,3F,
    50,52,6C,99
160 DATA BB,0F,92,8F,7C,8A,
    8B,90,00,20
170 DATA 2C,F7,38,A9,AB,
    8D,B1,03,A9,8A
180 DATA 8D,B2,03,A9,69,8D,
    B3,03,20,6C
190 DATA F5,A9,99,8D,40,F2,
    A9,01,8D,41
200 DATA F2,20,BF,03,60,A9,
    BF,8D,B2,03
210 DATA A9,03,8D,B3,03,A9,
    30,8D,09,14
220 DATA A9,01,8D,0A,14,4C,
    64,F1,FF,FF
```

randy's TIPS

THE DEF GUIDE TO ROCKET RANGER

(Mirrorsoft/Cinemaware)



SOLUTION from A. Clarkson, Bury, Lancs.

THE ZEPPELIN

First Section

Easy. Shoot the torpedoes quickly to reach the airship faster. It is impossible to destroy it at this range.

Second Section

Keep firing down to a minimum. Don't shoot if you risk hitting the Zeppelin. If you feel lucky, or are a particularly good shot, you could attempt to take out the gunner, although it is recommended to concentrate on the torpedoes, either by shooting or dodging them.

Third Section

With RR positioned below the Zeppelin, shoot to hit a point just beneath the gondola. Remember that your shot continues to travel up the screen even when it is out of your view. If you are hit by a torpedo at this stage, don't fire—it will knock you off course. Don't rush things—although there is a time limit (when the airship reaches Germany you have failed) one hasty shot could seriously impair your chances of success.

Once you spot the little green flash, stop firing and dodge the remaining torpedoes. You will now enter the gondola.

THE MOONBASE

On obtaining the final rocket part, proceed to the fuel depot and load 500 units of lunarium into the rocket, emptying your pack if you need to.

Go to the rocket lab and watch as the ship is built. If the launch checklist shows two ticks, press the button to takeoff. You will find yourself in the Mine, where you have to shoot the amazons from the platforms in similar fashion to the South America temple sequence. To hit them, stay down until the girls on the left cease firing, then move over and shoot them. Be quick, as they will escape on ropes and return. Repeat the process, carefully, for those on the right. Don't forget that your vision becomes impaired due to the effects of the lunarium, so hurry. If you succeed, the world is saved. Act too slowly, and you succumb to the lunarium, the Nazis reach the White House, and you fail.

ABOVE THE WAVES

Miss Barnstorff will ask you where you came from. Either tell her that you are on a mission from God, or that you flew in without a plane. 'Great! A comedian!' she will exclaim. Select 'You'll never believe me . . . ' and cross your fingers. If the Prof decides to give it a try, skip the next bit. You've just got a ride home. If that doesn't work, say 'I oughtta teach you . . . ', and when asked what you are waiting for, say 'Zeppelin flying lessons' and cross your fingers. If unsuccessful, you will have to start the conversation from scratch. Select 'You'll never believe me . . . '. That should do the trick. If not, choose 'I oughtta teach you . . . ' again and explain that you took the scenic route. 'We could have been killed!' she will yell. Change the subject by saying 'Let's head for home.' Barnstorff will mumble 'This thing won't fly itself . . . ' and off you go.

RAIDING

Takeoff

Press the fire button when RR's foot is directly underneath him for the best results (but mind the blind seagull!)

Night Approach

This leads to the desert base. Shoot into the path of the ack-ack batteries. When they fire, a small, red dot rises from the gun, then disappears, reappearing further up the screen as a much larger blob, before exploding. Keep an eye on those small dots to determine where the explosion will take place. If your mission to rescue the Barnstorffs proved unsuccessful they may have been taken to the desert base. Do not bother with them, as the Zeppelin is the only section where they can be rescued. Should you be unlucky enough to arrive at the same time as the Barnstorffs you will be captured. Tell Hitler to eat babies, and you will later escape to a nearby country. Once the Barnstorffs have been transported to the moon, you can safely raid the base.

BASES

One lunarium base (the temple) is usually in South America, and since S.A. consists of only four countries, it's relatively simple to locate. Organise resistance so that the partisans can ship it back to Fort Dix.

The desert base is usually in Africa. Somewhat harder to locate, this is the prime launch site for Nazi rockets. Again, get some resistance organised.

Note that if you reset and reload the game, the bases could move to different parts of the world. Always switch off at the power supply before you load.

Three rocket bases are positioned at the start of the game, which you must raid yourself. Once you have obtained the three rocket parts another base will pop up someplace. When you raid this (and be prepared for a fight) another one will appear. A message will indicate when you have collected all five pieces. Now and again, however, the nosecone and cockpit could show up when you locate the front section.

THE WAR ROOM

Your best bet is to keep all of your agents under a low profile. If any of them are killed immediately after your return from the Zep, get killed and begin again.

Spread your agents out. Not only can they detect bases in the countries which they are assigned to but, to a lesser extent, in adjacent locations too. Note that if there is a high level of activity in a particular country, the agent there may want to keep his head down while the Nazis are around. When your agent is ready to report, click on his country and remove him. Read the report (which is still accessible) then return him to his country.

If you have only one agent remaining, but have four rocket parts and are about to assemble, put him on high profile. It is extremely rare to have your last agent captured. Once a country has been infiltrated, instruct your agent to form a resistance group if either:

That country is free;

It has a lunarium base in it

If a country has a rocket base in it, don't organise resistance unless it is free. Also, don't organise resistance if that country is about to be captured, unless of course it has a lunarium base.

Don't leave agents casually lying around. Always have them doing something. Once a country has been infiltrated, nothing will appear there for the rest of the game (except for the last two rocket bases – more of that later)

ME 109'S

Move RR to the top centre of the screen. Don't fly in front of the 109s, unless you really must.

If the planes appear at the bottom and progress upwards perfectly vertical then it is safe to remain at the top. Hold down the fire button to take them all out. If they rise at a slight angle, however, it is likely they will hit you, so get out of the way. Note that in the first instance the 109s don't shoot. They do in the second.

In all other attack formations, stay as far away as possible, occasionally picking off the first or last in the group. You can take two hits, the third knocking you out.

FISTICUFFS WITH FRITZ

Wait until the Nazi lowers his guard then, holding down the fire button, move the joystick. All four hit types have a similar effect on the enemy's strength. Your two parrying moves are pretty useless on their own, so don't use them. Remember, you can't hurt the guard while his hands cover his face.

Each time you fight, the man becomes harder to knock out. Avoid visiting the same base twice as you will only obtain Parfum Frances as well as pushing up the difficulty level needlessly. The final guard is tricky. Try pushing the joystick up until his hands drop, then press the fire button. The effect is virtual invulnerability.

Once you have stolen the final piece of the rocket, the guard is heard to mumble something about 'eyes'. A clue, perhaps?

HEART OF THE JUNGLE

Immediately go to either the left or right hand side of the screen, pulling back on the joystick to duck. If a gun port opens up above you, push forward and shoot. Aim to hit the top left part of the open port and after destroying it, wait for an adjacent part to open. When you have disposed of all four ports on one side, proceed to the other four, using the same tactics. You won't get shot if you keep your head down and, after removing the threat of the gunners, you will progress automatically.

HERO WORSHIP

Any subsequent visits to the Zeppelin will result in a different conversation, Miss Barnstorff saying 'About time you got here, Mr. Hero.' Explain that you would be happy to leave, and when she mutters something tell her that you only wish to help. 'But we could have been killed!' will be the reply. Say 'Let's head for home.' The Prof will mumble 'This thing won't fly itself' and you will return to the States.



GIVE US A CLUE!

with *Lionel Rand*

Need a quick and easy way to get through your favourite shoot-'em-up, arcade adventure or RPG? You'll find all those key-press cheats, high score table hints and tape-fiddling tips in this section. And who knows, maybe the odd map or solution now and again!

THRUST (Firebird)

Stephen Darbon-Alpert, he of the two-barrelled surname, informs me that his birthday is on the 15th November. As an early birthday treat to you, Stephen, I've decided to print your hint for this all-time budget classic.

Load the game and hold down the SPACE and RUN/STOP keys for a while. Let go, and the high score table should 'go weird' (Stephen's words, not mine). Start the game with extra lives and a VERY high score.

Stephen also remarks that he loves Kati. I'll let her know.

ROLLING THUNDER (US Gold)

Not the greatest conversion in the world, but still a relatively decent piece of baddy-blasting, A Brammer of Grimsby (home of the Ken D Fish imposters) supplies a simple way of choosing your starting level.

Just hold down F1, F5 and F7 together. Pressing F7 afterwards flicks through all the different stages. A handy snippet, I'm sure you'll agree.

THE REAL GHOSTBUSTERS (Activision)

Cough! Sputter! Choke! Well, if anyone wants to get any further than the first level in this less than inspiring 'product', harken to Kester Johnson of Fulham, who'll tip you the wink.

When you die at the end of a game, instead of rewinding the tape to the beginning, let it continue playing. The next level will load and you can resume play with full laser power and lives.

ELIMINATOR (Hewson)

Passwords seem all the rage in games at the moment, so it comes as little surprise to find some in the tips bin this month. Waz from Longsight in Manchester is the sender, which is a particularly nice thought on his part.

Level	Password
2	AGONIC
3	BLONDE
4	CLICHE
5	DIMPLE
6	EDIBLE
7	FEMALE
8	GOBLIN

Press F1 on the title screen before entering the password, and you can't go far wrong. Or can you? Guess the truth!

BANGKOK KNIGHTS (System 3)

A Brammer again, this time showing us how to change the names of the various fighters. Type 9990 on the title screen, and shazam, the names have been changed (to protect the innocent).

TARGET RENEGADE (Imagine)

Surreal! Load the first section and play through to Level 3, then load the second stage and die. Now, instead of rewinding the tape, let it continue, turning over to side 2 when it runs out. Carry on loading and when the tape stops you get levels 4 to 6 merged with levels 1 to 3. Weird city! Thanks (I think!) go to Lenny of Kingsbury for that 'useful' piece of info.

BUTCHER HILL (Gremlin)

Here's a canny way to stop yourself getting wiped out in this lukewarm soldier sim. Type the following codes on the following levels for the following actions:

Level 1:

RATTLE AND HUM – Cheat Mode
MAP – Map Editor

Level 2:

WIDEAWAKEINAMERICA – Cheat Mode
MAP – Map Editor

Level 3:

JOSHUATREE – Cheat Mode
MAP – Map Editor

Thanks for your assistance, Robert Troughton from Keighley, West Yorkshire, by gum.

MICRORHYTHM PLUS (Firebird)

And now, a word from J Lambert Jnr of Sheffield . . .

Not a lot of people know this, but when you have arranged your masterpiece, press the left arrow key. RP will appear at the end of your composition, and your tune will repeat ad infinitum. And now, on with the main feature . . .

SAVAGE (Firebird)

Straightforward enough, I suppose. Codes for levels two and three are as follows.

Level 2: SABATTA

Level 3: PORSCHE

As I said, straightforward enough. Dat one from Sadist Software, Finland. Ken knows the place well.



ARCHIPELAGOS



Atari ST screen shots

*Imagine a game without violence,
yet as chilling as abandoned
places where people have died and
never returned.*

*Imagine a 3D world, yet the only
forces are those that come from
the ground.*

*Imagine the danger of a tormented
soul, carried aloft by nothing
greater than the wind.*

*Archipelagos is a completely new
sort of game. It offers 9,999 living
landscapes, in 3D, with continuous
smooth movement and scanning. It
is so extraordinary it defies
classification. It is the experience
of the metaphysical.*

*Archipelagos is conceived and
coded by Astral Software.*



LOGOTRON
RECREATION

ATARI ST

£24.99

AMIGA

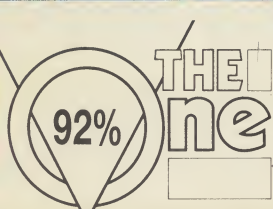
£24.99

PC

£29.99

PC version includes FREE audio cassette

LOGOTRON LTD, DALES BREWERY, GWYDIR STREET, CAMBRIDGE, CB1 2LJ



THE ULTIMATE BACKUP CARTRIDGE GOES ONE BETTER...
NOW ACTION REPLAY Mk V PROFESSIONAL
 FOR CBM64/128 HAS ARRIVED

ONLY
£34.99
 POST FREE

AR Mk V
 Reloads an average
 BACK-UP in
6 Seconds!!



EVEN MORE POWERFUL, MORE FRIENDLY & NOW EVEN MORE FEATURES!

ALL FEATURES AVAILABLE TO TAPE OR DISK USERS.

ACTION REPLAY Mk V differs from all other cartridges because it combines an 8K RAM with a FULL 32K operating system ROM. That means that ALL features are INSTANTLY AVAILABLE AT ALL TIMES.

WARNING!! Other systems use outdated technology which severely limits performance. Action Replay's state of the art hardware gives you MORE POWER, MORE SPEED, MORE FACILITIES than any other cartridge. There really is no comparison. Here are just some of the features...

- ✓ **TURBO RELOAD** Action Replay Mk V has 2 unique Turbo Loaders - "Ramloader" & "Warp 25". Both work at up to 25 times normal speed! ✓ **PRINTER DUMP** freeze any game & print out the screen. ✓ **PICTURE SAVE** save any HiRes multi colour screen to disk at the push of a button. ✓ **SPRITE CONTROL** full range of controls with 64K operation. ✓ **POKEFINDER GENERAL** an automatic infinite lives generator!
- ✓ **SUPER COMPACTOR** ultra efficient program compaction techniques. ✓ **TEXT SCREEN EDITOR** modify the text screen on a frozen program. ✓ **SUPERFAST DISK OPERATION** load 200 blocks in just SIX SECONDS. ✓ **MORE TAPE FACILITIES** you don't need a disk drive to use Action Replay. ✓ **TOOLKIT COMMANDS** full range all at the press of a button. ✓ **FULLY INTEGRATED OPERATION** with onboard custom LSI LOGIC PROCESSING CHIP.
- ✓ **CENTRONICS INTERFACE** for parallel printers. ✓ **PROFESSIONAL MACHINE CODE MONITOR** Full 64K monitor available at all times with full range of commands.

PERFORMANCE PROMISE

Action Replay has an unmatched range of onboard features. When you buy Action Replay, if you don't find our claims to be true, then return it within 14 days for a full refund.

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW. View your favourite screens in a slide show type display.

BLOW UP. A unique utility to allow you to take any part of your picture & 'blow it up' to full screen size.

SPRITE EDITOR. A complete sprite editor helps you to create or edit sprites.

MESSAGE MAKER. Takes your favourite screen created with a graphics package or captured with Action Replay & turns it into a scrolling screen message complete with music.

ONLY £12.99

NOTICE 1988 COPYRIGHT ACT

DATEL ELECTRONICS Ltd. neither authorizes or condones the use of its products to reproduce copyright material. It is illegal to make copies of such material without the expressed consent of the copyright owners or their licencees.

TOTAL BACKUP POWER

The most powerful backup system ever devised. Unstoppable freezer system. Freeze at any point. Just press the magic button to backup your programs.

- TAPE TO TAPE □ TAPE TO DISK □
- DISK TO DISK □ DISK TO TAPE □

VERY fast & efficient program compaction. Single part save at TURBO speed to disk or tape. Backups turboload INDEPENDENTLY of cartridge. No "programming" or user knowledge required.

THE PROCESS IS AUTOMATIC - JUST GIVE THE BACKUP A NAME.

WHAT THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The Cartridge King!"

Commodore Disk User

UPGRADE INFORMATION

Mk IV Professional to Mk V Professional - just send £9.99 & we will send you a new Mk V Operating System Chip for you to just plug in! Mk IV (Standard) to Mk V Professional - send your old cartridge plus £15.99 & we will upgrade it (allow 14 days).

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE



0782 744707

24hr Credit
Card Line

BY POST



Send cheques/POs made
payable to
"Datel Electronics"

FAX

0782 744292

UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS
AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

**DATEL
ELECTRONICS**

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY
0782 744707

TECHNICAL ONLY
0782 744324

RANDY'S MAGIC MIGGY BIT!

Why bother wading through loads and loads of utterly useless C64 stuff just to find that Test Drive cheat or Super Hang-On listing you've always yearned for? Cos ye dinna have tae noo (in stereotyped Scottish mode), they've all been neatly packaged together and given a silly name to boot! So now you can find the hint of your dreams with the greatest of ease, AND be spared the embarrassment of attempting to shove a 64 reset switch into the video port of your miggy!

DEFENDER OF THE CROWN (Mirrorsoft/Cinemaware)

Young J Grove has been busy this month, hasn't he, offering an instant army for Cinemaware's first 'nice graphics, where's the gameplay' computer-movie.

As soon as the 'Defender of the Crown' title screen appears, hold down the 'K' key, and keep it pressed in until loading has ended. Start the game and, lo and behold, a battalion of 2048 for you to do with whatever you may.

FALCON (Mirrorsoft/Spectrum Holobyte)

It's always the same, isn't it. Just blown up scores of baddies in your bright, shiny plane, off you trot for dinner, and some nasty sod blows your bum off! If you find yourself in this rather embarrassing (and socially unacceptable) situation, take heed of Vark's advice. Don't bail out. Instead, swing

round and head for your base. Press 'HELP' and the '+' key on your keypad and hold them down. The F16 will now level out and begin its descent. Switch to tracking mode and rotate to side view and, just before touchdown, pitch up the nose. Select end mission and you will be rescued, even if in enemy territory.

TEST DRIVE (Accolade)

A handy hint for the predecessor of this issue's Sizzler from Accolade. Simply hold down the fire button and your car will go round corners without crashing into any cliffs. Short but sweet, huh? Pats on the back and a round of Brown Ale for J. Grove of Worcester for supplying the goods.

FLYING SHARK (Firebird)

Another cheat for another arcade licence from another Chris Kevins. No, sorry, it's the same one. Here goes.

On the highscore table, hold down the '5' key on the keypad whilst entering one of these codes:

RAB gives you invulnerability
KDJ offers an endless supply of flying sharks
JGL lets rip with super shots
RLH for a shooting 'smile'
HSC turns the screen black

Chris points out that he also owns a C64, his fave games being Denaris and Renegade III. Bully for you, Chris!

SPACE HARRIER (Elite)

Pretty rubbish at keeping yourself together in Elite's spondious 3-D shoot-'em-up? Too lazy to type in the listing elsewhere in these hallowed pages? Don't get yourself into a tizzy, try this gem from Chris Kevins of Colindale, London. If you get the second from last high score, type in the letters RAF (no spaces, you'll notice). What an easy way to get yourself unlimited lives!

GAPLUS (Mastertronic)

Can't ever remember seeing this one on the Amiga, but someone does. That someone happens to be Mark Goodison. A good, old-fashioned Yorkshire lad he is, and he's sent in these little bitty poke things for lovers of this Galaga variant.

Load the game and reset the machine, then type
POKE 32496,173 (RETURN)
for infinite lives
*POKE 33252,173 (RETURN)
for invincibility
SYS 4170 (RETURN)
to restart the game

MICHAEL & GRANDAD AT CHRISTMAS -
"LEAVE SOME MINCE PIES FOR SOMEBODY ELSE, MICKEY!!!"



LEISURE SUIT LARRY

(Sierra On-Line)

Yeah, yeah, yeah, so I've got the solution. Loads of folks wrote in with the doings on this one (too many to credit here), but you know who you are so thanks go to you all!

Open the door to the hotel. Sit down, and order a whiskey. Stand and go to the door at the top - left. Inside you'll find a table and a drunk. Go to the table and pick up the rose, then walk to the drunk and give him the whiskey. He'll drink it and give you a TV remote control unit.

Open the door to the toilet and 'use the toilet'. Stand up, but don't flush. Walk to the sink and pick up the ring. Return to the bar and knock on the large door to the bottom right. When the pimp asks for the password, tell him that Ken sent you (What's our Ken doing in a place like this? - Randy).

Stand near the TV and press the button. The TV will come on, showing you a description of the programme. Type in 'turn channel', and keep doing so until you find the blue movie. The pimp will walk off to watch it. Go upstairs, and you will come across a woman of 'ill repute'. Walk to the bottom of the room and, on a table, you'll find some candy. Take it and leave through the window.

Walk to the left until you fall into the rubbish. Pick up the hammer and get out of the bin. Walk out of this screen, appearing in front of the bar. Stand in front of the pole and type 'cab'. A taxi will arrive. Climb in and, when asked where you wish to travel, tell him the casino. Pay him and off you go.

In front of the casino, man carrying a barrel will offer to sell you an apple. Buy one and enter the casino. Move to the bottom left table and sit down. Always bet \$20. Once you have made \$200 walk to the top of the screen and take the card from the ashtray. Leave the casino and catch a cab to the store. Quickly go in and buy a bottle of wine. Exit the store and wait around for the drunk to pass (sure are a lot of drunks around here!). Give him the wine and he'll offer you a switchblade in

exchange. Take it and walk right until you leave the screen.

You will now find yourself outside the disco. Go inside and, showing the card to the bouncer, climb the stairs. Inside, you'll see a girl sitting by herself. Ask her to dance, and give her the rose, ring and candy. After she leaves, go outside and catch a cab to the casino. Go inside and win some more money, then go outside and walk right until you reach the church. Go inside and, standing next to Fawn (your soon-to-be wife!) type 'marry her'. Pay the priest \$100 and return to the casino. Walk to where the ashtray was and go around to the elevator. Travel to the fourth floor and, once there, walk to the door with hearts on it. Knock, go in and walk to the radio around the bed. Switch it on and wait for the 'Ajax Liquor' telephone number, then leave.

Return to the ground floor and win some money, then go to the cab stand. Catch a taxi to the store and use the phone at the front of the building. Typing the Ajax Liquor number, tell them that you require wine, to be delivered to the honeymoon suite. Go back to the casino and go to your room. Knock, enter and pick up the wine. Kiss Fawn, strip and go to bed. . . .

You will find yourself tied to the bed, Fawn having ran off with your money. Use the knife and get the rope. Go downstairs and win some money - around \$50 is enough. Catch a cab to the bar and go back up to the room with the 'lady of the evening'. Climb out of the window and stand next to the right-hand rail. Type 'tie rope to waist' and 'tie rope to rail', then 'get pills', 'use hammer' and 'get pills'. Climb back into the room and untie the rope. Fall into the rubbish again and catch a taxi to the casino. Go to the eighth floor and look at the receptionist. Give her the pills and, when she goes, press the button and walk through the golden doors. Once inside, go

PANDORA (Firebird)

There were quite a few maps sent in for this, but only one complete solution. So here's the solution, which was sent in by Øistein Ihle in Norway.

First go to the Engineer, get and hold his Sonic Driver and examine the terminal. Now go to the Priest (being careful to avoid the Hooligan and the Thief) and swap items. He will now attack you so you will have to kill him.

Once this has been done, go to the Lt Commander and get his ID. Hold the ID and go to the Bank Manager. Examine his terminal and then go to the Commander whilst still holding the Lt Commander's ID so that you can slip through the barrier in the room.

Now get the Commander's ID along with Code Blue and Code Green. Go back through the barrier still holding the Lt Commander's ID, then hold the Commander's ID. Go to the Captain and slip through the barrier. Get the Floppy Disk and examine the terminal. Keep hold of the Commander's ID and go to the Defence Controller, but don't go near him, just examine one of the terminals.

Now go to the Dead Scientist and examine the terminal. At this point your strength should be 'Mighty', since the only combat that you've taken part in has been with the Priest, so go and face the Deathfly. However don't hold the Photosabre until you are standing in the corridor where the Gardener Robot patrols, then hold the Sabre and attack the Deathfly.

After you've killed it (hopefully) your strength will no doubt read 'Dire' (or worse). Go past the Deathfly (or Deadfly. Ha!) and hold the Engineer's ID. Walk through the barrier and go to the Dead AWOL Officer and examine the terminal. Get his ID and leave all other IDs except the Commander's and the Engineer's. Hold the Engineer's ID and go near to the Robo Mechanic. Hold the Photosabre to kill the it and get Code Red.

If you've got loads of strength left, go and kill the Technician, get his bottle and give it to the Drunk, now you should get a Colour Combination. However this is a bit risky with little energy, so if you're a bit on the weak side, you can just about get by without doing that bit. Hold Code Red and insert it in SDI 1 (just by walking over it) then insert Code Green into SDI 2 and Code Blue into SDI 3.

The barrier protecting the nearby room should now switch off allowing you to enter and examine the terminal, but make sure you are holding an ID! After you've done that hold the Floppy Disk and insert it into the Disk Drive.

You now have a few minutes to get away. Hold the Engineer's ID to get through the barrier blocking the corridor then hold the Commander's ID and head for the Shuttle Escape. Stop in front of the barrier and hold the AWOL Officer's ID to pass through and TADAAA! Your mission is complete!

over to the balcony and you'll see a spa with a girl (Eve) in it. Walk to the spa, enter and look at the girl. Hand her the apple and Larry will go with her, completing the game AND losing his cherry into the bargain!

GENERAL HINTS

- ★ Do not enter dark alleys - they are full of undesirables!
- ★ Always save the game when you win money - if you lose you can always reload!
- ★ You will need 'protection' in order to do business with the 'scarlet woman'!
- ★ Walk into the drunk near the toilets for a humorous response!
- ★ There is a flasher near the church - does anyone know why you get points for asking his name? (I shudder to think! - Randy)
- ★ ALWAYS pay the taxi driver!
- ★ Don't walk on the road - pedestrians are a rarity!
- ★ Standing still on the streets is not recommended - stray dogs can spell disaster to your nice, white suit!

RANDY'S HOTLINE

For the very latest cheats, pokes and hints dial my very own amazingly topical, and not a little controversial, hotline.

0898-555081

SUPER HANG-ON (Electric Dreams)

Why should C64 owners get all the really long, finger-burning listings when Amiga duffers can have some as well? Julian Smith of Sheffield seems to think along the same lines as myself, if this infinite time cheat is anything to go by. Load up Amiga Basic and get stuck in!

```
10 REM *** SUPER HANG ON
   CHEAT ***
20 CHECKSUM=0:TOTAL=8
   87585:CRACK=262144
30 START=262144:FINISH=2
   62279:GOSUB 70
40 RESTORE
   260:START=466890:FINIS
   H=466918:GOSUB 70
50 RESTORE
   280:START=512:FINISH=5
   35:GOSUB 70
60 GOTO 110
70 FOR N=START TO FINISH
   STEP 2
80 READ A$:A=VAL("&H"
   +A$)
90 CHECKSUM =
   CHECKSUM + A
100 POKE N,A:NEXT
   N:RETURN
110 PRINT "YOUR
   CHECKSUM=";
   CHECKSUM;" SHOULD BE
   ",TOTAL
120 IF CHECKSUM <> TOTAL
   THEN PRINT "DATA
   ERROR!":END
130 PRINT "PLACE SUPER
   HANG ON DISK IN DF0:.
   THIS PROGRAM SHOULD"
140 PRINT "BE USED AFTER
```

```
THE AMIGA IS SWITCHED
ON, NO RESETS"
150 PRINT "THE MEMORY
   MUST BE COMPLETELY
   CLEAN!"
160 INPUT "CLICK ON
   WINDOW AND PRESS
   RETURN TO BOOT
   GAME.";JULES$
170 CALL CRACK
180 DATA 6100, 003E, 337C,
   0002, 001C, 42A9, 002C,
   237C, 0000
190 DATA 0400, 0024, 237C,
   0003, 0000, 0028, 4EAE,
   FE38, 23FC
200 DATA 0004, 0032, 0003,
   021A, 4EF9, 0003, 000C,
   33FC, 6890
210 DATA 0007, 2038, 4EF9,
   0007, 2000, 2C79, 0000,
   0004, 93C9
220 DATA 4EAE, FEDA, 45FA,
   009C, 2480, 43FA, 0086,
   4EAE, FE9E
230 DATA 43FA, 002E, 4280,
   4281, 4FA, 0014, 4EAE,
   FE44, 43FA
240 DATA 001E, 45FA, 006A,
   234A, 000E, 4E75, 7472,
   6163, 6B64
250 DATA 6973, 6B2E, 6465,
   7669, 6365
260 DATA 0C79, 4EF9, 0007,
   2222, 6600, 003E, 23FC,
   0000, 0200
270 DATA 0007, 2224, 4EF9,
   0007, 2012
280 DATA 23FC, 11FC, 0035,
   0000, 500C, 23FC, 6D36,
   4E75, 0000
290 DATA 5010, 4EF8, 0300
```

POWERDROME: THE PROGRAMMER'S TIPS

You had the Sizzling review last month, and you've got the poster over the page. So I thought, why not get in touch with those triffic peeps at Electronic Arts to send me some tips for their corky flying whizzer, Powerdrome. And they did.

So it's a round of rapturous applause all round for Lesley at EA, for supplying these useful hints direct from the programmer himself.

★ The different fuels are of more use than immediately meets the eye. For example, on the test track, (A) fuel lasts for 12 laps if you give the afterburners lots of stick, whereas (B) fuel lasts for around 21 or 22 laps.

Although you lap at an average speed of, say, 13.5 seconds with (A) fuel, in a 20 lap race (the minimum in a Cyberneuf Championship) you will need to do a pit stop which takes approximately 38 seconds. As a result a type (B) fuel racer will cruise through to an easy victory with his 14.6 second average time.

★ The less fuel you have onboard, the faster you go. So don't go to the pits too early for a refill, and if you're near the end of a race and you need to refuel, don't take a full tank.

★ If you need to enter the pits for a refuel, it's a good idea to replace the nosecone as this takes less time than that needed to replace the tanks. The nosecone tends to get damaged first taking the brunt of most col-

lisions, and once you've lost it you lose all status information, as well as severely impairing braking.

★ Using the centring field lessens your fuel supply, and the stronger the field, the greater the drain on your supply. Use as little field strength as possible, and with practice you should be able to get around the test track and Estorica with no field at all, as well as needing strengths of only 1 or 2 for the other tracks.

★ Crashing into walls is a test of how hard you are pushing. In a 20 lap race, for instance, you should expect to crash 3 or 4 times, even if you're very proficient. If you're not crashing every now and then, crank up the speed, use the afterburners and lower the field strength because you're not trying hard enough.

★ If you bump into a computer racer he will go into the pits as soon as possible for repairs, and although you will take some damage you'll go a lap ahead of him. The starting grid is the ideal place to use this little piece of dirty work. Don't spend too long trying to knock out other players, though. Concentrate on winning.

★ The computer-controlled racers tend to match their lap times to yours, so as to give most people a close race. There is a maximum lap time for the computer racers so if you're a beginner, expect to be beaten hollow.

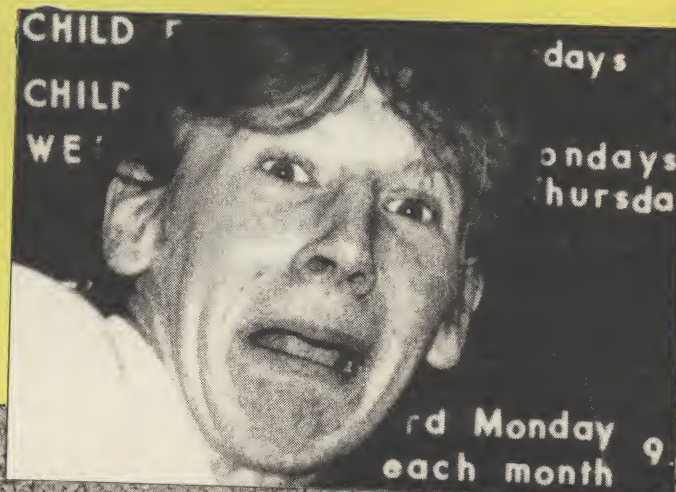
★ If you don't enter the qualifying rounds, quitting directly into the race, the other players will assume that you are very experienced, tearing around the track leaving all but the most proficient in their wake.

RIGHT THEN, WHERE'S THE TAB MACHINE?

And that's the lot, me luvvies. I hope you enjoyed the privilege of reading my stuff - I know I certainly did. I also hope that you found something useful in there apart from the silly pictures of me in daft clothes. Just hope me mates don't see them!

Don't forget to keep sending your pearls of wisdom to me, in the form of any hint, tip, poke, solution or map you may have clinging to your sweaty form. Oh, you'll need an address, won't you. Ok, then, send 'em all to **RANDY SAYS 'TIPS OOT FOR THE LADZI', ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB.**

So, until next month, marras, keep supping the Trophy, and don't forget, it's your turn to buy the drinks. Tara.





POWERDRONE


ELECTRONIC ARTS



0898-555081

POWER-UP WITH POWERDROME!



0898-555081



0898-555081



Ok, so we told you last month how well mean and triff Electronic Arts' **Powerdrome** is. Because we told you how mean and triff it is, EA have decided, in their ultimate wisdom, to give us some compo prizes to pass on to YOU, you lucky so-and-so's!

And what exactly have they offered? For the first prize winner, a **BIG Scalextric** set, with smoke generators for those high-revving starts, will be winging its way through the post. After that, twenty chunky 64 owners and ten slap-happy Amiga freaks will win an **EA Software Classic** title of their own choice! And remember, there are some fab games to choose from, namely; **The Bard's Tale**, **Marble Madness**, **Skyfox II**, **World Tour Golf**, **Articfox**, **The Archon Collection** and, for the C64 only – **Earth Orbit Stations** and **Legacy Of The Ancients**.

Cor blimey, lord luvva duck, waddaya do to 'getcha hands on this gear? Simple, ain't it! Just grab the phone, ring

0898-555081

and get wised up!

All 0898 numbers cost only 25p a minute off-peak (Mon-Fri 6pm-8am, Saturdays, Sundays and Bank Holidays) and 38p a minute standard and peak time (8am-6pm Mon-Fri).

0898-555081

WALKER'S WAY

After a brief absence last month (apart from his ace music demo!) Martin is coming near to completing the CITADEL.



Tuesday 28th February

Since it takes so much effort to get past the traps it's about time you got some reward for triggering them, so now 50 points are awarded for each (whoopie!). Other improvements today were the inclusion of a proper low energy alarm and a new sprite design for the next baddie – the STUNNER. It will fire energy bolts which temporarily stop MONITOR in his tracks for a few seconds. The other proposed baddie is the BEAMER. This doesn't move in the conventional sense – instead it 'beams' from one tile to another two further away. Should prove interesting to deal with, eh?



Wednesday 1st March

Some of the baddies have a different personality and actions, rather like the range of pieces in chess. The STEPPER will stop and wait when you do, giving you the chance to decide which way to proceed, whilst at the other end of the spectrum the KAMIKAZE will hurl itself straight at you – the only defence is to turn and run whilst firing backwards at it! Today some of these characteristics were enhanced. The AGGRESSOR now dashes in at high speed, then stops and fires when close. The CYLON moves slowly but takes many hits to dispose of.



Saturday 4th March

I've decided to implement the new security force beam generators next. These will provide the doorways with an extremely effective deterrent to intruders – one touch of the force beam will instantly fry all players who try to charge through without first finding and deactivating the associated switch! Tee Hee! The design has also been finished – a large industrial laser with style variations for each type of city.



Tuesday 7th March

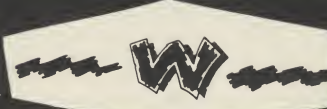
The switches linked in beautifully and now the beams can be deactivated by using the capture probe on the associated switch once it has been discovered. Although MONITOR already detects the generators themselves as solid objects, he needs a small addition to be destroyed by the beam.

The switches are reversible, ie they can be both switched on and off at any time using the capture probe. In fact any of the trap objects can be 'used' at any time, even when on the other side of a solid wall, as long as they appear on screen and the trap has previously been triggered and its doors are therefore open. A novel tactic using the switches is to close the 'door' behind you after passing through it safely. It's rather amusing to see the mobile aliens clustered around the wrong side of the force beam, trying desperately to fire at you.



Wednesday 8th March

The final touches to the doors are now complete. MONITOR now gets 'fried' by the beam, but both the player and the baddies can fire through it. A particularly nasty tactic which gave me some evil delight is to wait just beyond the deactivated beam and switch it back on as a baddie comes through. Phut! Well they're MY pixels m'lud!



Friday 10th March

A fruitful session brought forth a new type of firepower – the BURST fire. This launches all the player's bullets in one huge salvo. It does take a little longer to reload, BUT this is amply compensated for by the fact that every type of alien can be taken out with one accurate shot.



Saturday 11th March

Right. A new bullet design for yesterday's BURST firepower, and then I got down to the lift shaft design. To connect the two parallel 'sides' of each city world, the lift shafts allow free access at any time, and in fact each level could be described as a three dimensional maze (albeit a small one!)



Monday 13th March

Multiple levels are now catered for! All of the data has been moved into position carefully, and there is

enough space for eight levels, each having two different 'halves' of 16 screens each – a total size of 256 screens' worth of strategic mayhem! There are different styles of graphics ranging from squeaky clean metallic to dark and dingy alien oppressive. The next thing is to code the routine which takes the player from one 'side' to the other within the double-sided cities, or to the next completely new city when the main exit has been accessed.



Friday 17th March

The sequence of events between levels and 'sides' of each city is now: MONITOR enters lift, sinks through floor level, city fades to blackness. New city fades up, MONITOR rises up through floor level lift shaft.

Now the level designer must be updated to include the new features, and then the levels themselves can be commenced, along with the dispatching of a test disk to Cyberdyne Systems in Exeter who have generously volunteered as test pilots (There! No more grumbling that I don't mention you in the diary any more – and I'll send you the bill shortly!).



Tuesday 28th March

The construction set now has a whole set of new commands – plot horizontal or vertical force beam generators, plot lift shaft and, most important of all – delete the item at the current position. This at last allows traps or any other object to be dropped or picked up anywhere in the city, so that many different tweaks can be carried out when designing new cities. The switches can be linked to any force beam, and the first sample city has been designed – a fetching crea-

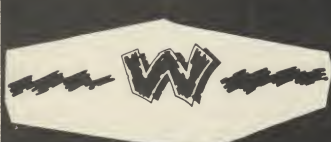
tion in the alien design, complete with some nasty defensive spots.

Along with these fundamental changes, the cities themselves have been shrunk to slightly more manageable proportions. Each city now consists of two 'sides', each of eight screens total size, ie each level is 16 screens in total. This allows a much higher density of traps, much more action, and still feels vast in practice.



Thursday 30th March

A casual change to the code to allow entrances and exits for a city to be both on one 'side' of the city caused rather more problems than expected. After passing through the lift shaft MONITOR ended up in an unknown and strange part of the city (it was a bug you see, and quite an obscure one at that!). After happily leaping into a routine for several weeks it was discovered that the 'Y' register needed to be set to zero beforehand. Quite by accident this happened anyway. Such is life!



Saturday 1st April

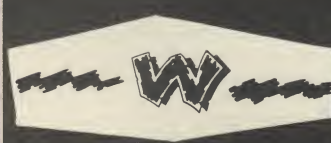
The first report has come in from my erstwhile test pilots at Cyberdyne. The general consensus was 'excellent', and I'm much helped by all the feedback.

MONITOR's built-in MINISCREEN was much liked by all and the new graphics and sprites admired. Various small but extremely useful points emerged – as they kept falling down the lift shafts by mistake the fire button now needs to be pressed before entering. And since the player's bullets only have a limited range it seems fair that the alien bullets must have the same.



Monday 3rd April

My birthday, but don't think that I'm going to take a day off. No siree – this programming lark must press on! And very nicely it did too. The next city style is a dark and oppressive metal-armoured place with huge conduits and a rivetted floor.



Tuesday 4th April

The terrifying armoured place had the final rivet hammered into it this afternoon, and the traps themselves have doors that open like a camera shutter. With the new sound effect it works beautifully.



Wednesday 5th April

The Ancient style has a novel twist, in that some of the pyramidal wall sections have small gaps allowing both parties to fire through. This might give you a bit of a shock when you first see them, but it creates great opportunities for knocking out installations from the safe side of walls. Just watch out for attacks down apparently empty corridors!



Thursday 6th April

At long last the Capture System for enemy alien types is under way. Captured mobiles now tag along behind MONITOR and provide an invaluable barrier to hide behind when being fired on. In fact any of the alien defences can be 'commandeered' for your own use.



Saturday 8th April

After feeling a bit aggressive today I decided to modify my PRISONER mode to allow the captured mobiles to ram the enemy. At last I can hide round a corner and knock out the enemy without getting in the line of fire! The PRISONERS themselves have a limited ability to take all this extra action, and will eventually explode in a shower of metal shards (oooh!).



Wednesday 12th April

With three levels playable, now seems a suitable time to install another batch of little touches – multiple lives and a lives indicator at the top of the playing area as well as an indication of the current city number.

Each level has its own different starting point (a horizontal scroller always starts on the leftmost point – CITADEL could start anywhere!) so all of the appropriate data needs to be stored. By popular demand (mine!) an extra MONITOR will be awarded every 10,000 points. Hooray!



Friday 14th April

At long last the music is under way – one of my full-blown film soundtracks. This one should sound even bigger than my music for ARMA-LYTE (cheque in the post please!) –

after all, everyone improves as they go along. The title music sounds menacing and mysterious.



Saturday 15th April

Along with continued activity in the music department, today also saw the start of the title screen. I'm hoping to include a demo sequence, especially as the game now contains such a variety of gameplay – I'm sure that the casual player just won't realise what a variety of uses can be made of the captured mobiles. During the course of the last few days' play they have been used to: plug the top of security launchers to prevent other mobiles being launched; ram and destroy other mobiles around corners; sent ahead for use as a battering ram to destroy gun emplacements without firing a single shot; and even swung round and round like a mace to knock out hordes of WATCHERS swarming out of a nearby launchers!



Thursday 20th April

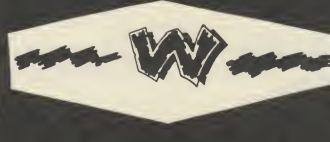
An excellent all-rounder. First the ancient city style was finished and then another style city which incorporates glass tubes with metal reinforcements. That's five styles completed already. A session with the level editor saw level four well under way, and pretty mean it is! Then to round off a comprehensive day the title music was lengthened.



Monday 24th April

The title track is now almost complete, and I'm very pleased with it. It really has a 'soundtrack from a film' feel to it. A few sound effects have also been tweaked. The low energy alarm was a bit too fierce; as long as you are aware of it when playing there's no need to deafen everyone!

Later on in the day the first playable outing into city number four took place. This contains glass and chrome flowpipes and one of the nicest city atmospheres sounds so far – rather like the Dalek city on Skaro in the first ever encounter with Doctor Who (anyone remember that far back?). One of the switches is situated in a mini-arena bristling with defences, and every move triggers yet another potential destroyer. Great stuff!



Tuesday 25th April

Well, I've entered the 'what so we do when we lose a life' debate. Countless reviews have bemoaned the fact that in many shoot-'em-ups a small mistake can send you back to the beginning of the level – and this can be quite a way with some games! CITADEL now has a small addition which remembers the last lift shaft visited, and your gleaming new MONITOR is delivered here if you run out of energy and receive a direct hit. All of the switches and traps are still in the same state too, so your efforts have not been in vain – at the very least you will have 'softened up' the security installations!

Learning curves for games (how much further you manage to progress each time you play) are tricky things to get right. Let's face it, the ubiquitous end-of-level guardian serves two functions – the 'ooh-aah!' graphics thrill and a huge 'step' in the learning curve unless it's done properly. Most players will get to this point at least several times and then lose all their lives trying to defeat this one creature. Although ultimately very satisfying when you master it, it can be a source of terminal frustration for those of a more nervous disposition!



Wednesday 26th April

A rather hectic day had me going out in the car three times, and work had to fit into the gaps. Even so, it was a fruitful time – the title music is now complete (all four minutes of it – my musical pieces always grow don't they!) and it really suits the mood of the game. The CITADEL logo for the title screen is also basically complete in a fetching moulded metal look with Egyptian overtones (after all, the cities have been built by an ancient civilisation!), and tomorrow's main task will be to incorporate both of these elements into the rest of the game.



Thursday 27th April

The basic title screen is now in place. I've used the famous 4K cubby hole underneath the I/O chips to store it and the associated colour map and character set. All that needs to be done is to move the data when it is needed, and save the main game character set in the cubby hole until need later. Mind you, switching the ROMs in and out can cause problems if you get only a single value wrong (I know – I did the first time!).

With the addition of a demo mode and the final levels, there is a distinct possibility that next month's diary will see the completion of CITADEL. I've already got some healthy feedback from quite a few people, and all looks set for a triumphant finish. Wish me luck!

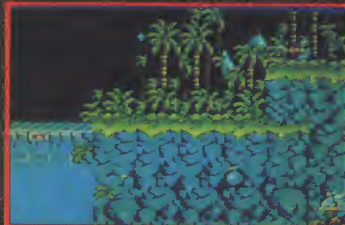
The CRUCIAL COMPILATION



LAST NINJA
REPLACES
CRAZY CARS ON
THE COMMODORE

THE IN CROWD

ocean



GRYZOR Featuring all the game-play of the arcade original, Gyzor takes you into a thrilling alien world of forcefields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gyzor once and you'll be hooked!

© 1987 Konami



BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...

© Palace Software Ltd



CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.

PREPARE TO START, READY? GO!!!

© Titus Software Ltd.

LAST NINJA replaces CRAZY CARS on C64



PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.

© 1987 Twentieth Century Fox Film Corp. All rights reserved.



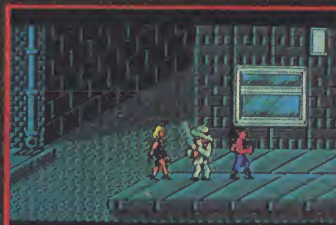
KARNOV Join Karnov, the fire-breathing Russian strongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?

© Electric Dreams Software Ltd.



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamers.

© 1987 Konami



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on your chilling quest to confront "MR. BIG"



PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!

© 1986 Hemdale Film Corporation. All Rights Reserved.

ocean

CASSETTE
£14.95

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

RESEARCH PROJECT: Binary code addiction as a means of controlling the world.

HEAD SCIENTIST: Prof NORMAN NUTZ PhD, Bsc, KP.

RESEARCH EQUIPMENT: C64, Amiga A500, Cray-2.

LAB ASSISTANT: The Geek

THE SECRET JOURNAL OF NORMAN NUTZ
(AGE 113 3/4)

Ach, who would've thought it'd be so easy to dispose of that idiot goat-gobbler? I'd been planning the muscle-bound oaf's demise for months until I, inevitably, came up with the perfect weapon: 30 sticks of gelignite strapped to a fat billy-goat with a 20 gigabyte surveillance system to blow it up when Chuck came within 15.549 metres (the radius of the maximum lethality circle). Designing a system intelligent enough to recognize Chuck Vomit, rather than any other troll, was a challenge that would have defeated the world's greatest minds, all except me — PROFESSOR NORMAN NUTZ, the Einstein of the 21st-century. Sadly, my assistant The Geek (the result of a failed experiment to create the perfect games reviewer) forgot to put the battery in. Nevertheless failure turned to success when the half-blind Troll ate the bomb! Heh, heh!

Now I'm here (in the dingy basement of ZZAP! Towers), I'll reveal exclusively to ZZAP! readers the results of my most recent tests. During the experimentation process I've taken a bath in front of old ladies in Japan, gone digging for gold in California and learnt to control a giant mechanical monster.

LAB Report

SHOGUN

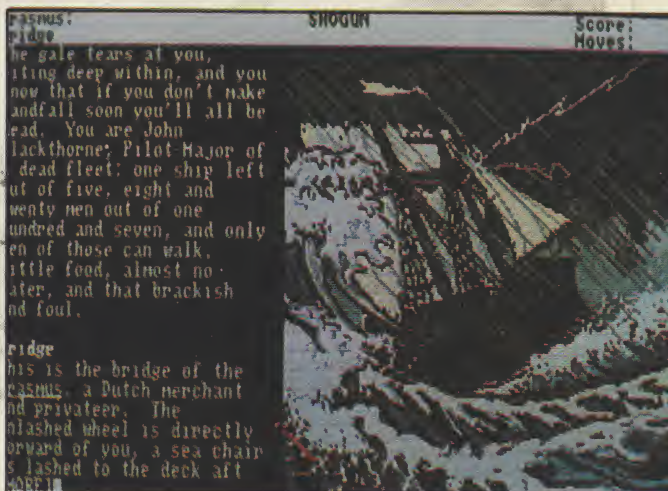
Infocom, Amiga £29.99

h so, as 'Kendo' Fish would say. Remember old Richard Chamberlain (housewives faint all over the country) in the epic TV drama where he sailed a ship to Japan and got involved with the war between two leaders to rule the country? Well this game is based on the same book (by James Clavell) as the TV series.

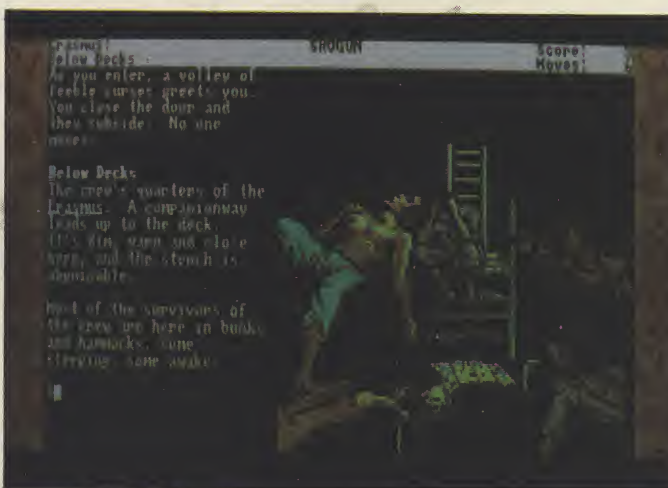
As John Blackthorne (Richard Chamberlain) you are the Pilot-Major of a Dutch trading ship,

the Erasmus. In the year 1600 the Pacific Ocean is dominated by Spain and Portugal. Their knowledge of the Asian seaways is top secret information, but you have a stolen Portuguese rutter which has helped make you the first Englishman to successfully sail through the Straits of Magellan into the Pacific. But the journey has cost many lives already. The surviving crew are starving and Captain Spillbergen is dying. Worse still, after sailing for weeks without sight of land, the ship is caught in a terrible storm. The first task is to steer the Erasmus safely through

▼ The ship is rocked by a violent storm



▼ The crew are starving, but worse still they smell!



dangerous reefs and tidal waves to try and reach Japan.

But if you thought life on the ocean waves was hazardous, as a European in Japan your life is permanently hanging by the thinnest of threads. You see, these Japs are strange folk with an odd sense of honour. Like if a chap loses a game of ping-pong he's likely to impale himself! And their only punishment is death, usually by an extremely painful method like being boiled alive. They have weird customs as well – a samurai told me off for having barbaric manners and then urinated over me! Then he ordered me to take a bath – in public!

Still, if you win their respect (bowing to every samurai is a good idea) they let you wear a silk kimono. But even then, without warning, you can be chucked into the slammer for an indefinite period without any clothes. Somehow, you must try simply to survive as you become involved in the tussle of two great lords (Ishido and Toranaga) to rule Japan – the emperor has died, leaving a seven-year-old heir. Your one asset is your ship – much better than the Spanish and Portuguese ones – which could enable one of the lords to vanquish the other. But your main enemies are the Catholic priests – don't forget, this is the time of the Spanish Inquisition and worst luck you're a Protestant!

Occasional but beautifully-drawn pictures add to the engrossing atmosphere created by the detailed text – much of it (including some strong language) taken straight from James Clavell's great novel. The story is a wonderful yarn about the clash of two totally different cultures. And the interaction between the English hero and his strange new world suits the adventure genre well. If Japanese objects and customs seem totally alien to the adventure player, this is exactly how they would seem to John Blackthorne.

The parser is very flexible, comprehending many variations of syntax. However, understanding samurai honour is impossible and progress is made mostly through trial and error. If you do get stuck the game has a useful (but far too tempting) in-built hints facility. As this is 'interactive fiction', the problems are essentially linear. Various sections must be completed in order, just like the chapters of the book. *Shogun* is more of an adapted novel than a true adventure. But if atmosphere is what you really want, this is your game.

ATMOSPHERE	93%
PUZZLE FACTOR	65%
INTERACTION	70%
LASTABILITY	76%
OVERALL	74%

GOLD RUSH

Sierra, Amiga £24.99

In 1848, men from all over the world headed for California in the hope of making a fortune. As Jerrod Wilson, you are one such man. Jerrod lives a humdrum life as a newspaper reporter in Brooklyn Heights, New York. But when he hears rumours of gold, he's determined to get in on the excitement and the money. His brother Jake, disappeared some years ago and every day Jerrod visits the post office in the hope of a letter from his long-lost brother.

This seems like any other ordinary day, people going about their usual business, but maybe if Jerrod takes a look inside that post office, he'll have a surprise. Brother Jake is not dead as feared but instead is in California. The letter he sends to Jerrod reveals (in not very

subtle code) that he has discovered gold and wishes Jerrod to join him in the Golden State.

If you can get to California, you could get rich, but it's 2500 miles away and Concorde hasn't yet been invented. There are three main travelling options: by ship – either going round the infamous Cape Horn, or by landing in Panama and travelling through the jungle (the canal hasn't been built yet) to another ship. The third option is to take the stagecoach to Independence, Missouri, where you join a mining company travelling westward in wagons.

Before you embark on any of the dangerous journeys, you must get enough money for the ticket. Selling your house is the way to make big money, but if you wait too long the rumours of Californian gold will cause property prices to drop and ticket prices to rise. The estate agent doesn't have an office, but

comes round to buy your house when you've stuck a 'For Sale' sign in the front garden (achieved by typing **SELL HOUSE**).

A joystick, mouse or cursor keys may be used to make Jerrod walk around the 3-D landscape of Brooklyn. Talking to other characters is achieved by 'TALK TO person', and interaction is limited to listening to their messages. Shops can be entered in order to buy useful equipment and food. Strangely, you can't pay shopkeepers any money (you decide to 'save it for a rainy day') but they will allow you to have three items on your account. What you choose depends on which way you plan to reach California. For example, if you're going by ship some citrus fruit will prevent you getting scurvy.

As with most Sierra adventures, *Gold Rush* hardly makes use of the Amiga's graphics and sound capabilities. Some of the scenery is well drawn but the characters, although realistically animated, are blocky and have bright red faces (perhaps they're embarrassed by their appearance!). Even so, Brooklyn Heights bustles with animated people and horse-drawn carriages. The only problem is that when three or four characters are on-screen simultaneously their movement is slowed down to a snail's pace. Sound is limited to the sort of 'beepy' tunes associated with the Spectrum (*Shock! Horror!*). But after a while the simple presentation goes unnoticed as you get caught up in the excitement of 'gold fever'. The game manages to capture the authentic atmosphere of the time, helped by the fact that it is geographically and historically correct.

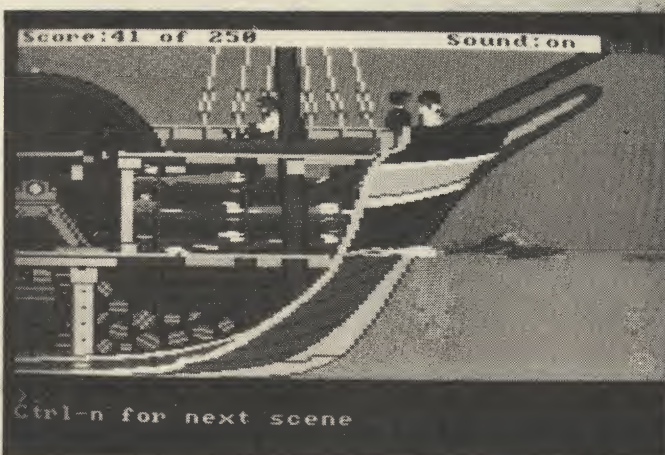
After setting off for California, frequent saving of the game position is a necessity as there are many ways to die, ranging from cholera and starvation to sinking (on the ship, of course!). Dying frequently can become irritating (as my zombie uncle Trevor keeps telling me), but somehow the lure of all that gold makes you persevere. And if you get totally stuck, you can read the fascinating 96-page historical guide (included in the packaging) to see how the real 49ers managed. (They won the Superbowl, didn't they?! – Ed). Ultimately, how much enjoyment you get out of *Gold Rush* depends on whether you love or loathe the Sierra 3-D adventure style – if you're a fan, you shouldn't be disappointed.

ATMOSPHERE	78%
PUZZLE FACTOR	66%
INTERACTION	49%
LASTABILITY	68%
OVERALL	68%

▼ Crikey, that jovial Georgie gets everywhere!



▼ Relaxing on the boat trip to California.



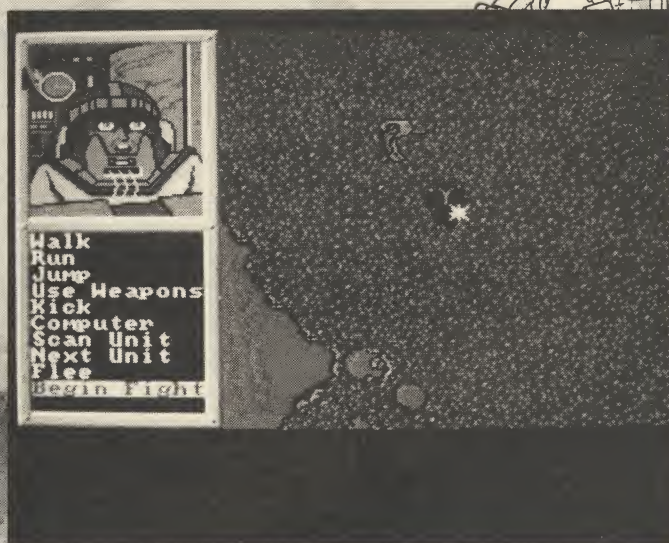
BATTLETECH

Infocom, C64 £19.99/Amiga 24.99

In the 31st century five states are continually fighting for supremacy. As 18-year-old Jason Youngblood, you're still at school but instead of learning quadratic equation you're being trained how to be a Mech warrior, defending the Lyran Commonwealth. Mechs are massive military robots, armed to the teeth with lasers and machine guns, and piloted by humans.

Jason is currently based in The Citadel and as well as receiving various types of training he can stroll around the town (shown from overhead) and buy armour and weaponry from the shops. Mech training missions are completely free of charge, but combat and mechanical classes cost hard cash. His only income, however, is a small allowance so it's necessary to invest this in one of three companies (of varying risk) to make enough money for lessons to improve his basic skills.

The first few training missions involve getting used to controlling a Mech – there are three types with different abilities but all are controlled in the same way. Either cursor keys or mouse



can be used to control general movement, but once an enemy is spotted control changes to a menu-driven combat mode. Commands include WALK, RUN, JUMP and KICK (for booting a nearby enemy). Each of your Mech's weapons may be targetted on any enemy in range. When the command BEGIN FIGHT is given, the Mech moves where you told it to go and fires at the targetted enemies.

▼ Two mechs fight to the death.

If Jason's training is successful, he can leave The Citadel and wander around the countryside between cities, killing enemies and recruiting friends to join him. In combat, these are controlled in exactly the same way as Jason.

The simple overhead graphics are ill-defined and badly animated on both 64 and Amiga. Jason is a tiny blob which jitters around the jerkily scrolling play area. Sadly, gameplay is also extremely dull. Jason must wait between missions, just ambling aimlessly around the city. This is made worse on the 64 by frequent disk-accessing (every time you enter or leave a building). Interaction with other characters is virtually non-existent – they usually don't even want to talk to you. If he's got some cash at least he can buy a few weapons, but whether his investments do well is merely a matter of luck.

Hours of play need to be put in to get anywhere in *BattleTech*, but the experience is so uneventful, only a dedicated reviewer or RPG fan (like me!) could be bothered to persevere. The only pleasure lies in building up Jason's skills and later recruiting friends. Instead of being explosive (as claimed in the packaging) combat is dull, merely consisting of two or more Mechs firing laser after laser at each other. The shots don't even appear on the

main screen. Instead, a small window displays messages and sometimes shows an animated Mech firing a laser. This is both confusing and distinctly unexciting.

BattleTech is based on the RPG of the same name. If you're a dedicated fan of this you'll probably get some enjoyment out of the computer version, but I would prefer to play the real RPG with a few friends instead of watching a few sploidy sprites fire 'messages' at each other!

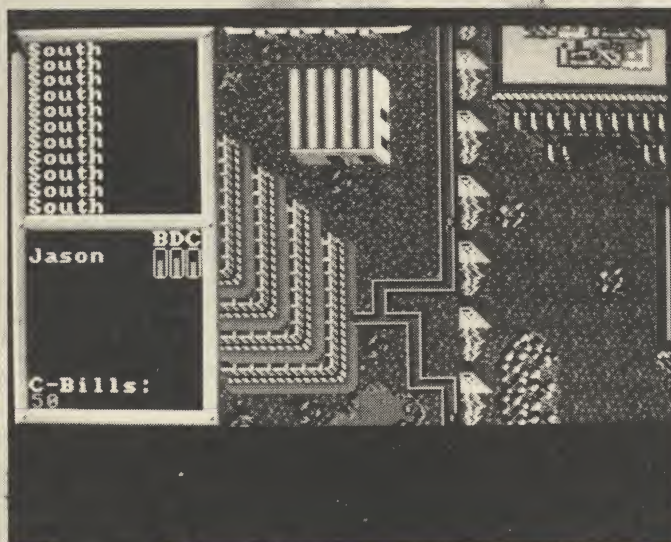
64

ATMOSPHERE	45%
INTERACTION	30%
LASTABILITY	50%
OVERALL	42%

amiga

ATMOSPHERE	48%
INTERACTION	30%
LASTABILITY	58%
OVERALL	45%

▼ That little blob on the road is Jason!





SCIENTIFIC SUGGESTIONS with The GEEK

Hi there tipsters! You are out there aren't you?! I'm just asking 'cos I'm a bit short (You must be joking! – Norman) of handy hints coming in this month. Maybe that stupid troll hid all your letters (or ate them!). Anyway, don't forget that every month the best tipster gets a whopping £30 software voucher, so get tipping.

Mindshadow: Attacking the Cap'n is a bad move. Use the stone and metal to create a fire, and use the rum.

Colour Of Magic: Death likes cats. Cats like milk. To find Twoflower, ask the guard. Give the beggar a coin. Buy horses.

Corruption: Use your card to break into Bill's office and break open the drawer with the screwdriver.

Dracula: From the labyrinth's entrance go S, S, TAKE LAMP, N, E

Quest For The Golden Eggcup: When you see the Guardian, OPEN CAGE to release the bird. Drop all your useless items in the hollow tree and, when the floor caves in, you will be rewarded with a Bronze Egg. To pass the crevasse, WAVE WAND. After sitting on the seat for the first time, LOOK FLOOR to find something useful. You cannot catch the bird by hand, but a cage may help. To ride on the ferry a second time, SHOW CARD TO FERRYMAN.

Pirate Adventure: Take the bloodstained book and the sneakers to the ledge, then SAY YOHO to get somewhere else. To open the chest, use the claw hammer to REMOVE NAILS in the carpet. The nails will also come in handy. On the shore, concentrate on building a boat.

The Price Of Magick: Throw the pile of salt at the slug. Wolfsbane will hold the werewolf at bay. Rub the flowers into your eyes so you can see in the dark. Touch the Red Moon to become younger.

CLEVER CONTACTS

Cor there are some really clever folks out there. And they're all willing to help stumbling adventurers like me – the only one I've ever completed is 'Norman Nutz's really easy peasy adventure with only one location'!

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magick, Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka, John Paterson, 8 Bracadale Road, Ballieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker Nigel 'Nemesis' Richardson
Tel: 01 360 8325

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only), Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY. Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hamstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 3, Gremlins, Robin of Sherwood Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn, Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand. Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akryz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula, Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland. Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork II, Exodus, Ultima III, The Boggit, Lords of Time, Neverending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akryz, Perseus and Andromeda, Lord of the Rings (part one), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU. Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobayashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorcerer of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Asiah (part one), Football Frenzy, Velnor's Lair, Pirate Adventure, Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall, Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer, Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Enchanter, Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter, Sorcerer, Warren Lee Mellia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending story, Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, Fourth Protocol, The Hobbit, Billy Kavanagh, 19 Drake Hall, Westhoughton, Bolton, BL3 7TA.

Never Ending Story, Zzzz, Quest for the Holy Grail, Tony Kinneer, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Endranter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, Ship of Doom, Spell Breaker, Spiderman, Starcross, Stationfall, Tass Times, Lurking Horror, Tracer Sanction, Valkyrie 17, Very big cave adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III, Ian Gay, 18 Eafsdon Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka II, IV, Zim Zala Bim, Cricket Crazy I, Scott West, 10 Charnock Dale Rd, Giesdless, Sheffield, S12 3HP.

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureaucracy, Hitchhiker's Guide, Stationfall, Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey, GU15 1EG

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx, Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magick, The Pawn, Twin Kingdom Valley, A Ridge, 4 Cornwallis Avenue, Clifton, Bristol, BS8 4PP

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Quest, Jinxter, Deja Vu, Shadowgate, The Hulk, Basketeers, Plundered Hearts, Steven Coomber, 6 Maysfield Close, Portishead, Bristol, BS20 9RL. Tel: 0272 844218 (6-9pm)

The Boggit, Hulk, Kayleth, Kobayashi Naru, Sherlock, William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland, EH30 5NA

Corruption, Tass Times in Tonetown, King's Quest III, Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ. Tel: 0530 415103 (5-10pm)

Zzzz, Kentilla, Seabase Delta, Token of Ghail, Pirate Adventure, Voodoo Castle, Spacy Odyssey, Buckaroo Banzai, Redhawk, Kwah, Colossal Adventure, Dungeon Adventure, Impossible Mission, Adventureland, Lord of the Rings, Labyrinth, The Count, Rebel Planet, Sea of Blood, The Bard's Tale I and II, Jack the Ripper, Legacy of the Ancients, Frankenstein, Book Of The Dead, Temple Of Terror, Neverending Story, Deja Vu, Masters Of The Universe, Fourth Protocol, Paul Shields, 35 Threshelford, Basildon, Essex, SS16 5UB.

Zork II, Gnome Ranger, Knight Orc (part one), Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2PS.

Zork I, II and III, Hitchhiker's Guide To The Galaxy, Knight Orc, Dragon World, Ultima 3, Infidel, Starcross, Seastalker, Cutthroats, Deadline, Sorcerer, Suspect, Suspended, Transylvania, Ultima I, II and III, Ulysses and the Golden Fleece, Witness, Planetfall, Crowley, The Count, Ghost Town, Morgue, Strange Odyssey, Pirate Adventure, Pyramid Of Doom, Voodoo Castle, Adventureland, Mystery Funhouse, Mission Impossible, Sorcerer of Claymorgue Castle, Golden Voyage, Alice In Wonderland, Cyborg, Blade of Blackpool, Death in the Caribbean, New Adventure, The Institute, Mask Of The Sun, Masquerade, Mindwheel, King's Quest, Questron, The Wizard and the Princess, Richard Verity, 1 Besok Road, Motueka, Nelson, New Zealand. Tel: New Zealand (0524) 88660.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge, Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Neverending Story, Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.

The Hobbit, The Fourth Protocol, Hacker, The Hulk, Gnome Ranger, The Price Of Magick, Sherlock, Kobayashi Naru, The Boggit, Kayleth, Kevin Davies, 37 Aspin Park Road, Knaresborough, North Yorkshire, HG5 8HG.

Lord Of The Rings (Part 2), Seastalker, Shadows Of Mordor, Colour Of Magic, Pete Altha, 12 Butt Hill, Kippax, Leeds, West Yorkshire, LS25 7JX.

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS TD1 1SW

CREDIT CARD ORDER
TELEPHONE LINE

NORTH
SCOTLAND
N. IRELAND

0896 57004

SPECIAL OFFER
OCEANIC C64/128 COMPATIBLE
DISK DRIVE
ONLY £112.50



WORLDWIDE SOFTWARE

VISA

CREDIT CARD ORDER
TELEPHONE LINE

SOUTH
MIDLANDS
WALES

0602 252113

SPECIAL OFFER
C64/128 DATASETTE UNIT
ONLY £18.50

CREDIT CARD ACCOUNTS CHARGED ONLY ON DESPATCH
OVERSEAS EXPRESS SERVICE NOW AVAILABLE OVERSEAS EXPRESS SERVICE NOW AVAILABLE

OVERSEAS OVERSEAS OVERSEAS OVERSEAS OVERSEAS OVERSEAS

OVERSEAS CUSTOMERS CAN NOW CONTACT OUR EXPORT DEPARTMENT AT:

WORLDWIDE SOFTWARE, 106A CHILWELL ROAD, BEESTON, NOTTINGHAM NG9 1ES, ENGLAND
OVERSEAS TELEPHONE ONLY NOTTINGHAM 225368

EUROPE SHIPPING COSTS ARE:
£1.50 PER CASS/DISK FOR NORMAL AIR MAIL. £2.50 PER CASS/DISK FOR EXPRESS AIR MAIL

OUTSIDE EUROPE SHIPPING COSTS ARE:
£2.00 PER CASS/DISK FOR NORMAL AIR MAIL. £3.00 PER CASS/DISK FOR EXPRESS AIR MAIL

WORLDWIDE SUPER SPECIAL OFFERS ON COMMODORE SOFTWARE

COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS	COMPILATIONS
FISTS 'N' THROTTLES CASS DISK 9.25 11.50		GAME SET & MATCH II CASS DISK 9.25 13.50		OCEAN COMPILATION CASS DISK 9.99 13.50		FRANK BRUNOS BIG BOX CASS DISK 9.25 11.99	KONAMI ARCADE COLLECTION CASS DISK 7.25 13.99
SPORTS WORLD 88 CASS DISK 7.99 11.99		MAGNIFICENT SEVEN CASS DISK 7.99 13.99		WE ARE THE CHAMPIONS CASS DISK 7.99 13.99		SPECIAL ACTION CASS DISK 9.99 13.99	KONAMI COIN OPS CASS DISK 7.99 11.99
SUPREME CHALLENGE CASS DISK 9.99 13.50		TAITO COIN OP HITS CASS DISK 9.45 11.99		GIANTS COMPILATION CASS DISK 9.99 11.99		LEADERBOARD COLLECTION CASS DISK 11.99 14.99	ARCADE MUSCLE CASS DISK 7.99 11.99

EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL

★ ★ LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLD ★ ★ SEND SAE FOR CATALOGUE BY RETURN ★ ★
FAST DELIVERY OF ALL STOCK ITEMS BY 1st CLASS MAIL IN UK. SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLDWIDE

CREDIT CARD ORDER TELEPHONE
0896 57004

CREDIT CARD ORDERS ACCEPTED BY PHONE OR MAIL

CREDIT CARD ORDER TELEPHONE
0602 252113

WORLDWIDE SUPER SPECIAL OFFERS ON COMMODORE SOFTWARE

WORLDWIDE SUPER SPECIAL OFFERS ON COMMODORE SOFTWARE

C64/128 SOFTWARE		CASS	DISK	C64/128 SOFTWARE		CASS	DISK	AMIGA SOFTWARE		AMIGA SOFTWARE	
3D Pool	7.25	9.00		Night Hunter	7.99	11.99		3D Pool	14.35	Lombard RAC Rally	16.45
Aaargh	7.99	11.99		Night Raider	7.99	8.99		Afterburner	17.95	Lord of the Rising Sun	22.95
1943 Battle of Midway	7.99	11.99		Operation Wolf	6.50	10.50		Alien Legion	17.95	May Day Squad	14.95
Am Civil War III	7.99	16.95		Operation Neptune	7.25	11.20		Archipelagos	17.95	Man Hunter New York	22.95
Afterburner	7.99	11.99		Outrun Europa	7.99	11.99		Balance of Power 1990	18.75	Microprose Soccer	17.95
Ancient Battles		16.95		Phobia	7.99	9.99		Barbarian II	15.95	Millenium 2.2	17.95
Armalyte	6.99	9.50		Pools of Radiance		17.95		Batman	16.45	Navy Moves	18.75
Barbarian II	6.99	9.99		President is Missing	7.25	9.75		Battlehawks 1942	19.95	Operation Wolf	16.45
Batman	6.99	10.50		Project Firestart	12.50			Bio Challenge	17.95	Out Run Europa	14.95
Battles of Napoleon		16.95		Project Stealth Fighter	11.20	14.95		Black Tiger	19.95	Police Quest	18.75
Battletech		11.99		Purple Saturn Day	7.25	11.20		Blasteroids	17.95	Populous	18.75
Blasteroids	7.25	11.20		R-Type	7.99	11.99		Blood Money	17.95	Powerdrome	17.95
Bloodwyche	7.99	9.99		Rambo III	6.99	10.50		Bloodwych	17.95	Precious Metal	18.75
Butcher Hill	7.99	11.99		Real Ghostbusters	7.99	11.99		Carrier Command	16.45	Premier Collection	22.95
Carrier Command	11.99	14.95		Red Storm Rising	11.20	14.95		Chuckie Egg II	14.95	Prospector	18.75
Club Sports	7.99	11.99		Renegade 3	7.99	11.99		Colossus Chess X	17.95	Purple Saturn Day	16.45
Colossus Chess 4	7.99	11.99		Red Heat	7.99	11.99		Cosmic Pirate	17.95	Quazer	14.95
Corruption		14.95		Robocop	6.99	10.50		Crazy Cars II	17.95	R-Type	17.95
Crazy Cars II	7.99	11.99		Rocket Ranger		14.95		Cyberoid II	14.95	Rampage	18.75
Demons Winter		14.95		Run the Gauntlet	7.99	11.99		Darkside	17.95	Real Ghostbusters	18.75
Dominator	7.99	11.99		Running Man	7.99	11.99		Dominator	18.75	Renegade 3	16.45
Dragon Ninja	6.99	10.50		Savage	6.99	10.50		Dragon Ninja	16.45	Robocop	21.95
Emlyn Hughes Int Soccer	7.25	11.20		Silkworm	7.99	11.99		Elite	16.45	Rocket Ranger	17.95
Final Frontier	9.99	14.99		Skateball	7.99	11.99		Evil Garden	14.95	R.V.F. Hunder	17.95
Firezone	9.99	15.95		Speedball	7.99	11.99		F.O.F.T.	24.95	Shoot Em Up Const Set	16.45
First Over Germany		19.95		Stormlord	7.99	11.99		F16 Falcon	20.95	Silkworm	17.95
Fish		14.99		Super Scramble	7.99	11.99		Falcon Missing Disk	14.95	Sleeping Gods Lie	17.95
Flight Simulator II	19.95	28.95		Super Trux	7.99	11.99		Flight Simulator II	28.95	Space Quest II	18.75
Football Director	6.55			The Deep	7.99	11.99		Football Director II	13.25	Starglider II	16.45
Football Manager II	6.99	10.50		The Dual 'Test Drive 2'		13.99		Forgotten Worlds	14.95	Steve Davis World Snooker	18.75
Forgotten Worlds	7.99	11.99		Thunderbirds	9.99	11.99		Gauntlet II	17.95	Super Scrabble	17.95
Grand Prix Circuit	7.99	11.99		Thunderblade	7.99	11.99		Goldrush	17.95	Sword of Sodan	19.95
Grand Monster Slam	7.9	9.99		Tiger Road	7.99	11.99		Grandmonster Slam	14.95	Tale Spin	22.95
Gunship	11.20	14.95		Times of Lore	7.25	9.75		H.A.T.E.	14.95	Teenage Queen	14.95
H.A.T.E.	7.99	11.99		Time Scanner	7.99	11.99		Hawkeye	18.75	The Deep	17.95
H.K.M.	7.99	11.99		Titan	7.25	11.20		Hollywood Poker Pro	16.45	The Dual 'Test Drive 2'	22.95
Hawkeye	6.99	9.45		Tracksuit Manager	7.25			Hostages	16.45	The Kristal	21.95
Heroes of Lance	7.99	11.95		Tyger Tyger	7.25	9.45		Journey	22.95	Thunderbirds	17.95
Hillsfar		14.95		Typhoon of Steel		19.95		Kennedy Approach	17.95	Thunderblade	17.95
Hostages	7.25	11.20		Ultima I or III or IV		14.95		Ken Dalgleish Manager	14.95	Times of Lore	17.95
Incredible Shrink Sphere	7.25	11.20		Ultima V		19.95		Kick Off	14.95	Time Scanner	18.75
Ken Dalgleish Manager	7.25	9.99		Ultimate Golf	7.99	11.99		Leaderboard Birdie	17.95	TV Sports Football	21.95
Kick Off	7.99	11.99		Vigilante	7.99	11.99				Typhoon Thompson	17.95
Laser Squad	6.55			War in Middle Earth	7.25	14.99				Ultimate Golf	14.35
Leaderboard Fam Courses II	4.99	6.99		Wec Le Mans	6.99	10.50				Universal Military Sim	16.45
Leaderboard Collection	11.99	14.99		Weird Dreams	11.20	14.95				Vindicator	14.95
Led Storm	7.99	11.99		Western Europe Scenery Disk		14.95				Vigilante	11.95
May Day Squad	7.99	11.99		Xenon	7.99	11.99				Wanted	14.35
Micro Soccer	11.20	14.95		Zak McKracken		11.99				War In Middle Earth	17.95
Mini Office II	12.75	14.95								Wec Le Mans	16.45
Motor Massacre	7.99	11.99								Weird Dreams	16.45
Muncher	7.99	11.99								Zak McKracken	17.95
Navcom 6	7.25	9.99									
Navy Moves	7.99	11.99									

Please make cheques or postal orders payable to WORLDWIDE SOFTWARE

Prices are correct at time of going to press. E.&O.E.

All prices include postage and packing in the U.K.

Advertised prices are for mail and telephone orders only.

JOYSTICKS
Speedking with Autofire 11.99
Ram Delta 7.99
Cruiser 8.99

LET'S STICK TOGETHER

... Grab a friend and make your own joystick (whoopee!)

POWERPLAY think their latest joystick – the Crystal – is the best ever. We agree that it's pretty rugged and tough, but as everyone knows, each person has his own favourite type of joystick. That's why Powerplay are giving you the chance to **DESIGN + BUILD YOUR VERY OWN JOYSTICK!** Yup, you heard correct: *build* a joystick! (Although, unfortunately, it won't be the one you design.)

So get those thick colouring crayons out and start scribbling! Come up with the best design for a joystick and Powerplay will take you and a friend (one to build a stick, and one to bust it...) along to their workhouse in Oldham for the construction of a multicoloured masterpiece. Two designs will get picked out of the hat (one for U14s and one for 14+), so get those

artistic (and practical!) entries in now.

And that's not all! The two winners and their friends will also get whisked off for an all-expenses paid trip to Alton Towers – home of those scary white-knuckle rides. A fun-packed day indeed! And there's more! FIVE more lovely folks, on receipt of worthy entries, will each receive a super Crystal Standard stick!

Get those ideas down onto paper, put them in a big envelope, and post them to: **A JOY TO STICK WITH POWERPLAY COMP, ZZAP! Towers, PO Box 10, Ludlow, Shropshire SY8 1DB.** Designs (on an A4-sized sheet please, and don't forget to state your age!) must reach us by June 28. All those not-very-wild and not-very-whacky ZZAP! Competition rules apply. I know it's all a tad boring, but that's life, matey.



TECHNICAL DEVELOPMENTS

Hardware for your Commodore Computer
Items in stock despatched within 7 days!
Same day despatch on P.O./Cash orders
Items not listed ring for prices



THE EXPERT BACKUP CARTRIDGE

- ▶ Most advanced backup cartridge in the world
- ▶ Unlike all other backup systems the expert uses Ram, therefore the backup software loads into the cartridge, because of this the expert is always on top of the latest protection methods
- ▶ Comes with the latest 3.2R software
- ▶ Undetectable by software!
- ▶ Backs up ALL your games!
- ▶ VOTED No. 1 Backup System in Europe!

BACKING UP: No matter how the game was loaded, it will copy from tape/tape, tape/disk, disk/disk, disk/tape. All backups saved in one single file. Cartridge not needed for reloading.

COMPACTOR: Save minimum 3 games per disk side. The expert compacts games making them smaller in length thus enabling faster reload & more games on disk or tape!

FAST LOADERS: Disk fastloader "BOOT" uses no disk space! Loads backups in average 25 seconds. Tape backups reloading takes less than 2 mins!

ROCKET LOADER: Fastest disk loader available. Loads backups in an average 6 SECONDS. That's at least 25 times faster!

MACHINE CODE MONITOR: Best machine code monitor available. Intelligent hardware hides the monitor making it invisible & impossible to detect. Use it to learn machine code, a hackers dream due to it revealing any part of memory. Includes all usual monitor commands & more! Add poke/cheats from magazines.

PRINTOUT: Print out your machine code listings or even your favourite hires or multi-colour screens. Works on all CBM compatible printers.

SPRITE EDITOR & CUSTOMISER: Change all the sprites in a game, customise them with the free easy to use sprite editor.

EXPERT EXPRESS: Turns the Expert into a dedicated fast loading cartridge. It even loads programs over 200 blocks.

CHEAP UPGRADES: You'll never need to send the expert back. Rival products must be sent away for upgrading often costing as much as the product itself. With the expert, watch our advert for the latest software version & send off £3.99 for the disk or tape & instructions!

RAVE REVIEWS: Don't just take our word for it....
"The expert is the best possible buy" (Your CBM Aug'88)
"Highly recommended" (C.C.I. JUNE 88)
"The expert cannot be beaten" (Your CBM Aug'88)

COMPATIBLE: Works on ALL 64's, 128's & all CBM type disk drives/datasettes.

OTHER FEATURES: Integral reset cartridge, auto infinite lives finder, auto-fire enabler, joystick port swapper, fast disk formatters, Hires screen display, Easyfreeze etc!

The expert speaks for itself even proven by reviews to better Action Replay! Try it out you won't be disappointed.

Available for disk or tape users.
Please specify disk or tape when ordering.

ONLY £31.99

DUST COVERS

- ▶ Water & tear proof
- ▶ Protects computers & equipment

CBM 64 . . . £4.99 CBM 64c . . . £4.99
1541 . . . £5.99 Datasette . . . £4.99
Amiga A500 . £6.99 1901 monitor £8.99

EXPERT V4.1R ENHANCER DISK

- ▶ Fast loading & saving of ALL programs
- ▶ No more constant resetting & reprogramming the EXPERT
- ▶ View screens in the "FREEZE STATE", alter colours, turn sprites on or off etc.
- ▶ NEW character editor enables character sets in a game to be edited, save them, use ones from other games or design your own
- ▶ NEW picture editor enables the editing of any screen, change picture, save picture, load one from another game, design your own or flip the picture upside down etc
- ▶ NEW picture formatter changes a picture format enabling it to be edited on ADVANCED ART STUDIO, ARTIST 64, DOODLE, KOALA PAD, VIDCUM 64 and various others multi colour or hires!
- ▶ NEW hard copy gives printer users and excellent printout of the current "FROZEN SCREEN" in normal or reverse styles
- ▶ You can freeze a game do all the above and still restart/backup the program as if nothing happened
- ▶ Comprises of a fifty six page manual and software disk
- ▶ Other features from multi-menu include easy backup, restart from menu, save options, standard/clear/protected reset, hard-copy, new monitor & even more utilities!
- ▶ The V4.1R puts the EXPERT into a league of its own

ONLY £9.99

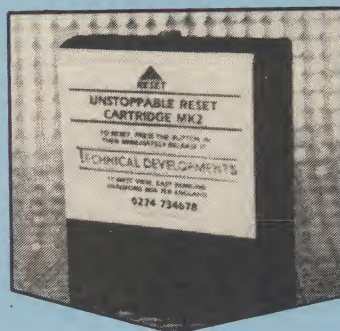
LIGHT PEN

- ▶ Draw lines, pictures, circles etc using computer & TV screen
- ▶ Easy to use, you don't have to be an artist
- ▶ Move pen over screen & the software will draw the exact pen movement in computer graphics on the TV screen
- ▶ Other features plot circles, draw in different colours, draw lines circles; freehand, various brushes available & more. Plugs into joystick port
- ▶ Software caters for colour or black & white TV users
- ▶ Package includes software, light pen & comprehensive instructions
- ▶ Works on any 64/64c/128
- ▶ Drawing software on disk or tape.
- ▶ Please specify on order form
- ▶ New price! Was £23.99 now its...

ONLY £16.99

BARGAIN BOX

100% CBM 64 compatible datasette . . . £24.99
Repairable C64/64c power supply . £24.99
Mouse & Cheese for 64/64c/128 . . £29.99
5.25" 100 Size lockable disk box . . £9.99
3.5" 80 size lockable disk box . . . £9.99
Disk notcher (use both disk sides!) . £5.99
2 Way Aerial Splitters . . . £2.49



UNSTOPPABLE RESET CARTRIDGE Mk2

- ▶ Resets your 64/64c/128 to add pokes, cheats
- ▶ 100% guaranteed to reset EVERY 64 game, even those not yet available!
- ▶ New circuitry 'hides' the cartridge, thus defeating ALL reset protection
- ▶ Protected against damaging your computer (UNLIKE OTHERS)
- ▶ Simply plugs into cartridge port
- ▶ Includes instructions & FREE poke cheat sheet!
- ▶ Quite simply the best available
- ▶ Use it to terminate programs, simply press the button to revert to 64 screen.
- ▶ Saves wear'n tear on ON/OFF switch

ONLY £5.99

TAPE HEAD ALIGNER V2

- ▶ Stops loading problems arising
- ▶ Aligns any CBM type datasette to industry standards
- ▶ Software driven, works on any 64/64c/128
- ▶ High speed loading program confirms if head is aligned correctly
- ▶ Includes screwdriver, digital alignment tape, instructions & FREE cassette head cleaner
- ▶ For tape head demagnetizer & solution add £2 extra.

ONLY £6.99



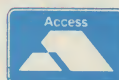
ADMAN SPEECH MAKER

- ▶ Enables your computer to talk immediately on power up!
- ▶ Uses allophones & enables anyone to create ANY word on your 64/64c/128.
- ▶ Also includes set vocabulary of 234 words (i.e. if, the, like, etc).
- ▶ Talks in four high or low pitch voices & key voicing on depression.
- ▶ Easy to use, plugs into cartridge port, NO NEED TO LOAD ANY SOFTWARE!
- ▶ Existing base of games written for Adman.
- ▶ Fully compatible with Currah Microspeech.
- ▶ Limited amount at these prices

ONLY £16.99

PLEASE USE BLOCK CAPITALS

Technical Developments
Dept 3, 17 West View,
East Bowling, Bradford,
West Yorkshire,
England BD4 7ER.



How to order ...

All prices include VAT and Free postage (UK only).
Payment by:- cash, cheque/postal orders made payable to: "Technical Developments"

Overseas ordering ...

Payment:- Sterling only please.
Postage charge if not stated
Europe £2.00 Outside Europe £3.00

TITLE Mr/Mrs/Miss INITIAL: SURNAME:

ADDRESS:

.

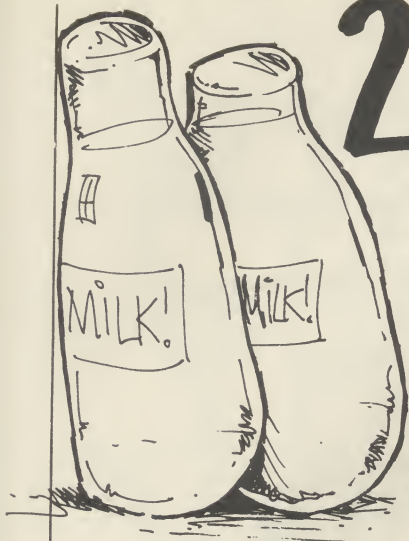
. POST CODE:

QTY	ITEM	PRICE

TOTAL INC. POSTAGE (Free for UK)

£

Tel (0274) 734678 - lines open 9am - 6pm Monday to Friday only. Dealer, govt. and school orders welcome.



2 extra pints of GOLD TOP WIV the ZZAP! CLASSIFIEDZ

ONE USED MILK FLOAT

FOR SALE

C64c computer, Oceanic disk drive, data cassette, about 100 games, freeze machine, joystick. All boxed and about 8 months old. Excellent condition. Bargain £300. Phone 0703 738014 after 4pm and ask for Steve now!

C64, Oceanic disk drive, C2N, Action Replay V, Prof. joystick, over £300 worth of games plus word processors and art packages and mouse. Excellent condition. Will sell for £400 ono. Telephone (0954) 31242 and ask for Daniel.

CBM64, datacassette, joystick, over £1,000 of games, including Micro Soccer, Emlyns Soccer, Operation Wolf, Tracksuit Manager, Buggy Boy and many more, plus tons of mags. Sell all for £250 ono. Phone (0563) 37645 Kil-marnock, NOW!

Acel C64, C2N datasette and joystick, over £1000 of software, many originals inc Robocop, Renegade III and Last Ninja 2. This wonderful offer for just £400 ono. Phone Mark (0420) 89590 after 6pm.

CBM 64/128, still boxed, disk drive, tape deck, two joysticks, over 300 games, these include Led Storm, Armalyte, Hawkeye, Platoon, Operation Wolf, Barbarian 2. £400 ono. Ring 021 779 2459 after 6.30 pm please.

Neos mouse 'n' cheese £15. Freeze frame Lazer 20. Blazing paddles (disk) with light pen £10. Also Amiga sound sampler and Midi interface £20 each. Write to S. Elmer, 19 Brookside, Bildeston, Ipswich, Suffolk IP7 7EJ.

C64, 1541 disk drive, MP5801 printer and paper, Load-It datasette, joystick, power cartridge, magazines and books, over £500 of original software. Bargain £340. Write to D S Cowley, 42 Hillside Road, Norton, Stockton, Cleveland TS20 1JQ.

CBM 64C, C2N tape recorder, software worth over 800, Speech 64, Football cartridge. Will sell for only £150. Phone 01 903 6476. Also wanted a cheap 64/128 printer, will pay up to £65, must be in good condition.

C64 (boxed), C2N, excellent condition, programmers ref. guide, £400 of software including Sentinel, Wizball, Hawkeye, Mega Apocalypse, Acro Jet, Hacker, World Games, Solo Flight, Ace of Aces. £180 ono. Call Mark after 6pm on Basildon 411222.

C64, datasette, two Pro 5000 joysticks, Music Maker keyboard, Action Replay Mk4 cartridge, over £1,200 of games including Robocop, Last Ninja 2, Ikari Warriors and Bionic Commandos. For quick sale £275 ono. Tel: Brighton 721339.

CBM 64 DISKS Kampfgruppe, Silent Service, Pawn, Strikefleet, Mechwar, Guild/Thieves, Lancelot, Flight Sim II, Jet, Stealth Mission, D & Dragons, Ultima 4/5, Russia, Alternate Reality 1 and 2, Panzer Strike, Bards Tale 2/3, Patton v Rommel, EOS - All boxed as new £100. Tel 01 683 4209.

C64, C2N joystick, few games, still boxed 90 ono. Tel 01 890 4164 after 6pm, Jackie or Colin.

Unrepairable CBM 64, thus datarecorder, mouse and art package, original software including Barbarian 2, Impossible Mission II, IK+, many magazines. Worth £99 lot no offers, will not split. Contact Andrew after 5pm on 0695 73147.

Commodore 128D IE built-in disk drive, C2N datacassette, plenty of disk based software including Expert cartridge. Also computer table, all in first class condition, hardly used. £250 ono. Ring Swindon (0793) 875163.

C64 with joystick, tape deck, spare SID chip and over 350 worth of software. Contact S. Dhain at 528 Uppingham Road, Leicester, to ask about offer (sale price is £290) or phone (0533) 433362. Hurry, Hurry!

CINTRONICS LTD STRATEGY ADVENTURES & SIMULATIONS

Commodore 64/128 discs

SSI		MICROPROSE	
BATTLE GROUP	£22.95	ACRO JET	£14.95
BATTLE OF ANTIETAM	£22.95	AIRBORNE RANGER	£14.95
BATTLES OF NAPOLEON	£17.95	CRUSADE IN EUROPE	£17.95
DEMONS WINTER	£14.95	GUNSHIP	£14.95
ETERNAL DAGGER	£14.95	NATO COMMANDER	£12.95
FORTRESS	£11.95	PIRATES	£14.95
GEMSTONE HEALER	£14.95	PROJECT STEALTH FIGHTER	£14.95
GEOPOLITIQUE 1990	£11.95	RED STORM RISING	£14.95
GETTYSBURG	£22.95	SILENT SERVICE	£12.95
HILLS FAR	£14.95	SOLO FLIGHT	£11.95
NAM	£14.95		
OVERRUN	£17.95	SSG	
PANZER GRENADIER	£22.95	AMERICAN CIVIL WAR I	£14.95
PANZER STRIKE	£22.95	AMERICAN CIVIL WAR II	£14.95
PHANTASIE III	£14.95	AMERICAN CIVIL WAR III	£14.95
POOL OF RADIANCE	£17.95	BATTLEFRONT	£14.95
QUESTRON II	£14.95	BATTLES IN NORMANDY	£14.95
REBEL CHARGE	£22.95	CARRIERS AT WAR	£14.95
RINGS OF ZILFIN	£14.95	EUROPE ABLAZE	£14.95
ROADWAR EUROPA	£14.95	HALLS OF MONTEZUMA	£14.95
SHARD OF SPRING	£14.95	MACARTHUR'S WAR	£14.95
SONS OF LIBERTY	£22.95	REACH FOR THE STARS	£14.95
TYPHOON OF STEEL	£17.95	ROMMEL	£14.95
WAR GAME CONSTR. SET	£14.95	RUSSIA	£14.95
WARSHIP	£22.95		

FREE GAME OFFER. Order 3 or more SSI titles and get a FREE GAME. Choose from the following excellent games: Solo Flight, Roadwar Europa, Time & Magic or The Fourth Protocol.

CLUE BOOKS: £7.95 each: BARDS TALE I, II or III, MANIAC MISSION, MIGHT & MAGIC, WASTELAND, DUNGEON MASTER, DEATHLORD, FAERY TALE, MARS SAGA, POOL OF RADIANCE, ZAK McKracken OR MASTERS COLLECTION (Legend of Black Silver, LA Crackdown, Subbattle Simulator and Space Station Oblivion)

£8.95 each: ULTIMA IV or V HINT BOOK
£19.95: QUEST FOR CLUES (solutions to 50 games, including Phantasie 3, Borrowed Time, Wizards Crown, Roadwar 2000, and The Pawn)

Mail order only. Please allow 28 days for delivery. Please make cheques and postal orders payable to CINTRONICS LTD. Free post and packaging within the UK. Europe add £2 per item. Overseas £4 per item.

CINTRONICS LTD, RICHARD HOUSE, 30-32 MORTIMER ST, LONDON WIN 7RA

COMPUTER REPAIRS Fixed Super Low Prices!

Inclusive of parts, labour and VAT



FIRST AID
FOR
TECHNOLOGY

1 WEEK TURNROUND

* SPECIAL OFFERS *

SPECTRUMS	£14 + Free Game	VIC 20, C+4	£22
SPECTRUM 128	£18	1541 DISK DRIVE	£36
C64	£22 + Free Game	1531 TAPE DECK	£19
C128	£29	MPS 801	£38
C16	£18	C64 PSU	20

Please enclose payment with item - 3 month warranty on repair
Please enclose advert with repair

W.T.S ELECTRONICS (ZP)

Studio Master House, Chaulend Lane, Luton, Beds. LU4 8EZ. Tel: 0582 491 949

All rights reserved



C64, datacassette, two quality joysticks, £300 worth of games including Afterburner, Wec Le Mans and Gauntlet. Excellent condition - £250. Ring 01 680 2915 after 4pm.

CBM 64, 1541 C disk drive, Action Replay Mk4 back-up cartridge, tape deck, joysticks, £350+ of games, mainly on disk, + many programming books. Worth £750+, bargain at £299 ono. Tel (0636) 812036 after 6pm, Southwell - Nottinghamshire.

Great deal! C64 with recorder, Quickshot joystick and over £500 of games including Blasteroids and Robocop, also 20 mags, Music Maker and box. Mint condition. Worth £650, sell £300. Ring (0684) 310287 after 5.00pm. Ask for Jamie.

C64c, 1541 drive, C2N, Action Replays Mk5 and Mk3, mouse, joysticks, loads of games including top titles, 100 disks and box, doubler, 40 mags, in excellent condition £375! Phone 0952 461045. Telford area.

64C, C2N, two joysticks, Expert cartridge, over £1000 of games inc. Armalyte, Op-Wolf, Denaris etc., 30 mags inc ZZAP!, CVG etc. Sell £340, will not split. No offers. Tel Nik, 0706 81 2409. Hurry!

CBM 64, tape deck, 1541 disk drive, tape recorder, joysticks, loads of disks and tapes, still boxed. Bargain £200. Phone Reading: (0734) 426743 after 4.30pm.

Commodore 1525 graphics printer (dot matrix) £70. Modem 1000 & Mustang communications interface £45. Tel: Mark 0626 55244.

C1541 disk drive + disks and freeze frame backup cartridge, D Reg, 3,000 miles, one careful driver(?) etc. £90 ono. Phone (0272) 325771, although cannot pay postage or deliver. A bargain!

C64c, new slimline version, 3 months old, C2N datasette, Joystick, mixed games, Vic 20, 16k adjustable Ram expander, over 30 games, cassette, cartridge. Both very good condition. £160 ono. Phone 037976 8170 after 6pm. Richard Stanley, Norfolk.

C64, 1541 disk drive, 70 disks, many games, over 120 of originals, Neos mouse and mat, Mk V Pro cartridge, joystick, music keyboard, magazines, disk box, manuals, reset switch. £350. Phone 031 337 6329 (Edinburgh) after 6pm.

Oh! Look! Over 400 pokes and cheats for your CBM 64. Send £1.50 and a SAE to David Hilditch, 48 Anderson Avenue, Armadale, W Lothian, Scotland EH48 3JY. First sent gets Dan Dare 2, second gets Agents X2.

CBM 64/128, two tape decks, 1541c disk drive, freeze machine, loads of tape and disk software, £275 ono. May split. Phone 0268 697990. Now!

CBM 64, datasette, joystick, light pen and mouse, over 700 worth of top software including Barbarian II, Buggy Boy and Dragon Ninja. Will sell for £250 or nearest offer. Phone Watford (0923) 679296.

UGLY WEIRD MILKMAN PEN PALS

Contact me for trading demos on C64. Send latest stuff to: Bjorn Truelsen, Smallesund 98, DK-3700 Ronne, Denmark.

AMIGA FREAKS! Are you looking for a good contact? Are you fast and reliable. Then write to Warren, PO BOX 867, Beenleigh, 4207 Queensland, Australia.

C64 owner wants any pen pals who will swap info. on all sorts of stuff. Send a letter and photo to: Stephen Beresford, 15 Gisburn Road, Barnoldswick, Colne, Lancs. BB8 5HB, England. I'm 16 (All replied).

SID BLOGES DAIRY

USER GROUPS

Int. club is searching for new members who are interested in strategy, RPG gaming. Strategy fanatics, this chance might not appear in front of you again! Take your pick and try! For contact, send letter with disk to Ari Rasanen, Sailatie 21, 01280 Vantaa, Finland.

IT MUST BE THE MILKMAN'S

FANZINES

WIZ DISK - Great new D/S disk packed full of demos, games and utilities. A hackers dream come true! Send ONE £1 for disk! W. DISK Z, 36 Tickhill Road, Harworth, Doncaster, S.Yorks. DN11 8PB. Tel: 743915. Disk ONE out now!

1/2 lb BUTTER 6 EGGS 28 YOGURT 1 lb CREAM AND

MISCELLANEOUS

64 programmers/groups around the world. Want your demos put up on Britain's most advanced and interactive network, all free of charge? Send disks to Wayne Caffyn, 36 Kenrick Square, White Post, Bletchingley, Surrey RH1 4PU.

Low on money? Looking for a good, honest way to make money? Well look no further! For 'FREE' info, send SAE to: Warren Hankin, 4 Ambleside Close, Beechwood West, Runcorn, Cheshire WA7 2RT. Be Quick!!

Pokes here, pokes there, fed up of typing in pokes that don't work? Not any more, because for only £1 you can have them on a tape. Send SAE to 92 Sommerford Road, Birmingham B29 5LG.

MILKMAN FANCY A SMALL AD IN THE ZZAP DAIRY?

35 WORDS FOR ONLY £2.50!

Thousands of Commodore computer owners across the world read ZZAP! every month. The Reader Classifieds are your low-cost opportunity to reach them with a small ad, whether you want to buy, sell, swap or advise. And it's simple - a one-off cost for up to 35 words for £2.50. Just fill in the form below!

CLASSIFIED HEADINGS

ZZAP! Reader Classified Section is not open to trade or commercial advertisers, but Fanzines may use it. The headings are self-explanatory: **WANTED, FOR SALE, SWAPLINE, USER GROUPS, PEN PALS, FANZINES and EVENTS DIARY** (for club/user group news, meetings or planned events). However, be careful about ZZAP! publishing dates with the last!

HOW TO PLACE YOUR SMALL AD

Cut out and send off the form, together with your payment of £2.50 per entry form (cheques or postal orders preferably, made payable to NEWSFIELD LTD). Photocopies of the form are acceptable.

- The maximum is 35 words
- The service is not open to trade/commercial advertisers
- Small ads will be printed in the first available issue
- The editor reserves the right to refuse ads which do not comply with normal decent practice, or which could be interpreted as encouraging software piracy

ZZAP! READER CLASSIFIEDS

Send to **ZZAP! READER CLASSIFIEDS, PO Box 10, Ludlow, Shropshire SY8 1DB**

Name

Address

Postcode

Tick Classified heading:

☐Wanted ☐For Sale ☐Pen Pals ☐User Groups ☐Fanzines

☐Events Diary ☐Miscellaneous

Method of payment ☐Cheque ☐Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.

Sort out the  MEN from the  BOYS!

RUN THE GAUNTLET



"... What a brilliant game!... all the action, thrills and spills. This is an excellent game, so go and get it!"
 "... apart from technical excellence, it's the sheer range of playable sections that makes Run The Gauntlet one of the best multi-event games..."
 Crash

JETSKIS

HOVERS

SPEEDBOATS

METEORS

BUGGYS

Inflatables

SUPERCATS

QUADS

THE HILL

9
EXPLOSIVE
EVENTS

SPECTRUM

COMMODORE

AMSTRAD

8.99

9.99

9.99

Also available on DISK.

ocean

ATARIST

AMIGA

19.99 24.99

6 Central Street · Manchester · M2 5NS

Telephone: 061 832 6633

Telex: 669977 OCEANS G · Fax: 061 834 0650

STRATEGY

LORDS OF THE RISING SUN

Cinemaware/Mirrorsoft
Amiga, £24.99

Twelfth Century Japan is as wild as it sounds with Samurai, Ninja and Warlords hacking seven shurikens out of one another. Civil War has split the country and the big fight is about to commence. The country is split into two factions: the constantly feuding Taira and Minamoto clans. The Taira clan are in control, the Emperor has lost his influence and the future of Japan is at stake.

The game begins with the selected Minamoto brother – either Yoritomo or Yoshitsune – having three armies under

his command. Use the map of the Oriental islands to direct forces around from castle to castle, gaining alliances or storming castles wherever possible. Via the map, forces under your command can be directed along the country's pathways to distant castles, monasteries, cities and ports. Ports provide speedy sailing to other ports while monasteries can top up supplies if asked nicely (a sword at the throat would be just as easy).

Taking castles and cities is one way to success and obviously increases your force's power. A siege takes the form of a Gauntlet-style sub-game as the attacking leader fights through guards to kill the Keep guard and claim the castle.

But like Defender of the Crown, it isn't all battling and slashing. There is a love interest, but she's locked up in one of the Taira's castles (the Emperor's daughter, just so you know). Rescue her and please the Emperor, gaining some honour into the bargain.

Battling is the other way to ultimate victory in which opposing archers and troops stare each other out across the battlefield, charge at one another, and massacre fellow Japanese. If the enemy retreats you can chase after the leader on horseback hacking down and trampling underfoot his cowardly men while avoiding rocks and trees. Fun indeed, providing you get through to slay the leader.

If things are going badly Ninja assassins can be hired to kill a powerful rival, but if they're caught it's the old sword in the stomach routine for you. However, you're not the only one who can play dirty and if a Ninja pops up make sure you've got your sword handy!

Lords is a change for Cinemaware in that they've sought to revamp ideas from a previous game (namely Defender of the Crown). The presentation is, as ever, first class with suitably Oriental music and good

graphics (if not quite in the Rocket Ranger league). It may be argued by miserable people (ie Paul Rand!) that the strategy side of things is slow moving, but the various arcade sections (many more than in Defender) shatter that argument.

Purists might balk at the thought of a Cinemaware strategy game but the game is much more of a wargame than an interactive movie. Thankfully the opponent is strong enough and fast enough in gaining power to provide a high level of strategic strength. The computer-controlled warlord follows a basic pattern of taking over weak fortresses and does start off on a better footing which makes your task that much harder. Unfortunately it's all too easy to fail at the arcade sections and lose the battle (the very difficult castle siege sequence is a prime example).

Without the strong strategic element the game could easily have fallen between all stools and appealed to no-one. Arcade adventurers will enjoy the game but it is essentially a powerful strategy/arcade combination with slightly more emphasis on the former.

Presentation **87%**

Comprehensive accompanying manuals, save/load options, suitable music, excellent all-round graphics and a high degree of polish throughout. Unavoidable disk access rears its head.

Challenge **81%**

A two-pronged challenge is offered from both the fairly difficult arcade sequences and the slow-moving but strong overall strategy game.

Authenticity **84%**

The elements of Japanese honour and the bloodshed of the ancient Orient are skilfully brought together and wrapped up as one very faithful package.

OVERALL **80%**

A very good successor to Defender of the Crown in all respects but serving best as an introductory program to the often very complex world of strategy.



STRATEGY STRATEGY

BALANCE OF POWER: THE 1990 EDITION

Mindscape
Amiga, £24.99

The original Balance Of Power is widely recognized as one of the most ambitious games ever released, representing over 60 real countries in a tense, present-day power struggle between Russia and the United States. The 1990 Edition increases the number of countries to 80, updates the world situation and introduces a 'Multipolar' level, where smaller countries act less like superpower puppets and are free to start wars amongst themselves.

The simulation starts in the year 1989 and continues until 1997, unless a nuclear war is triggered. You can play either the US or USSR leader, and there's also a two-player option. If the world survives until '97 the winner is the one with the most prestige points, ie the most world influence. Each country has a certain amount of prestige points, calculated by their military power, and depending by how far they lean to you, a certain amount of their points go to you.

Initially the superpowers have zero prestige points each, and the major events map is displayed with certain countries coloured red to show something important is happening to them—usually a civil war or revolution. The cynical heart of the game is backing right-wing rebels/governments against left-wing governments/rebels (if you're playing the US). How you act in the game is via the 'Make Policies' menu. Options include Military Aid, Aid to Insurgents, Intervene (send in the troops) for Government, Intervene for Rebels, Economic Aid, Destabilize (send in the CIA or KGB), sign a Treaty of support and use Diplomatic Pressure. Most of these options can be graduated, (from zero aid to two billion dollars worth, for example).

To help you decide what to do there's a wealth of background information to be accessed, from which superpower a country is allied with to the number of TVs in a country. Setting US policy for every country would obviously take ages, so it's best to concentrate

on where there's a crisis of some kind. A basic rule to remember here is the amount of support you can give to a country depends on whether you have an allied country nearby.

Once all your policies are set it's onto the next turn, or year, and there's a couple of minutes wait while the computer calculates the enemy response. In addition your game is automatically saved, so you can take back a turn if necessary.

When the new turn starts the USSR will normally have quite a few bones to pick with you over some of the decisions you've made—ie sending 2000 marines to Afghanistan. This is when crises begin. The first stage is a diplomatic note asking you change policy. Withdraw the troops and you'll lose no prestige points. If you refuse to back down though, the Soviets could escalate to threats, including increasing their nuclear readiness all the way up to a full nuclear war. In a change from the original version there are now four advisors to offer suggestions, these can of course be wrong, or simply state 'it's too close to call'—which is all too common.

Once you start on the spiral of escalating threats and counter-threats the prestige points at stake rise dramatically, with all the world watching to see which superpower is strong, and which weak. And of course with so much prestige at stake the temptation is to escalate the crisis further, hoping to bluff your opponent. This increases the prestige points again, and raises the risk of accidental nuclear war—then deliberate nuclear war, when the temptation arises of 'hitting them first'.

Judging when to stand firm, and when to back down is the most critical and tense part of the game. Survive the Soviet challenges to your policies and then it's time for you to review their policies, challenging them as necessary and threatening to escalate if need be.

As you'd expect from a game designed for the monochromatic Apple Macintosh the graphics don't make best use of the Amiga. The world map



and portraits of your policy advisors are the only graphics, while sound is nonexistent. However it's the gameplay that matters, and that is extraordinarily complex. The sheer number of countries, and large amount of information to be studied, is extremely impressive (there's a lot of in-game disk accessing, but usually very quick). For this reason it's no good loading the game without at least an hour or so to spend on one or two turns.

In short, if you've the patience and inclination to persist with it, this is an exceptionally involved and challenging game. But owners of the original be warned, the only addition for an extra £25 is the multipolar option.

Presentation 70%

An informative 92 page manual and slick use of windows make a complex game relatively easy to understand, but graphics are poor and the lack of a better save facility is irritating.

Challenge 94%

82 countries and four different playing levels provide a very substantial challenge indeed.

Authenticity 87%

High, but random elements soon create unrealistic touches as the game progresses.

OVERALL 90%

A complex and involving game which will demand a lot of time to fully master.

STRATEGY STRATEGY

STORM ACROSS EUROPE

SSI

C64, Price to be announced (disk only)

64

When word first came through of Storm Across Europe it was met with utter disbelief. The whole of the Second World War conflict in Europe crammed into a 64 just couldn't be done but SSI have taken on the challenge and succeeded in fine style.

Rather than adopt the finely detailed style of most of their games, SSI follow the Colonial Conquest lead with the entire European continent as centre stage. As the leader of Germany's forces you're up against very nearly the whole of Europe—an unenviable situation.

Storm Across Europe removes itself from the gritty individual battles of games like Typhoon Of Steel and Overrun. Instead it concentrates on the strategies of gaining territory through best use of all three forces (the massive German Army serving as the prime force).

Each turn is made up of a whole season beginning with Autumn 1939 and finishing whenever you are finished—after all you may change history and make it past VE day! Any of five periods can be chosen to start from or a saved position restored.

A scenario builder can be brought into action for war-gamers wanting to change the situation. Extremely comprehensive, it allows for modification of forces across the board prior to battle. The level of political (Hitler's) interference and sanity level of Stalin



```

GERMANY          FALL 1939          EXIT
BASE<A>          BASEO <41>          <30> <00> <00>
ATTK PROD<*09>    ESCRT< 06>
BOMB BASE< 00>    HUNT< 04>
INDICATE THE MISSION STRENGTH
    
```

are just two parameters that can be modified.

The period chosen determines forces' strength, technology and research/raw materials levels among many other aspects with the USA joining the Allies late 1941. Once the period is selected and the scenario constructed the war begins.

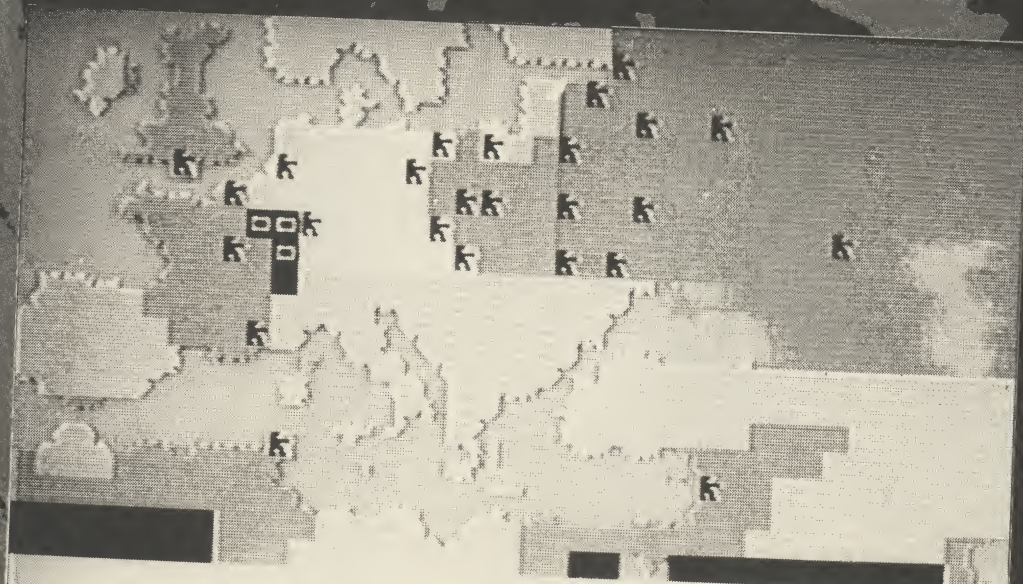
With such a large scale as this it's impossible to think about handling individual units. Instead each unit represents an entire squadron, army brigade or small fleet, keeping the scale sensible and combat in correct relation to the war as a whole.

All commands are issued using the well designed and user-friendly menu system occupying the lower half of the screen. The multi-directional scrolling map of Europe, North Africa and the Middle East

takes up the top half of the screen with each country subdivided into separate regions.

Sub menus are accessed through the six main menu options: LAND, NAVY and AIR are the key options through which each force is sent into battle. VIEW is used to show information on each country's industrial strength, population, raw material levels as well as a map of Europe and army/fort positions. COMBAT initiates the planned battles and also brings in the next season. Save/Load position facilities are also offered through the DISK menu option.

Though each of the forces has its own menu, many of the options within are the same in function but relevant to a different type of weapon—through all three main force menus armies/airbases/fleets



PRESS THE BUTTON TO EXIT

STRATEGY STRATEGY

can be created or removed from play or units transferred between bases.

Particular to each menu are the unique action options – LAND forces attack with tanks and infantry, the NAVY sets out to patrol seas, hunt convoys in subs, resupply other units via convoy, and finally the AIR force can bomb production, airbases or hunt for enemy airpower and destroy it. The latter force is capable of investing research points in either V-rockets or atomic bombs, each having its own pros and cons.

The tactical objective of domination is to gain possession of at least half the target country's territory along with the capital. Poland is not much of a problem but Russia's sheer size and power can prove to be Germany's downfall. Combined use of all three forces is the way to victory but with enemies all around this is no walkover wargame.

This review can only serve to highlight selected aspects of the game, the fact that *anything and everything* is possible when it comes to recreating or rewriting history is where Storm Across Europe comes into its own. From the sea war in the Atlantic and Med through to the Battle of the Bulge, the invasion of Crete, El Alamein and the Battle of Britain – anything is possible and the history books can be totally rewritten. The sheer scale and scope of it all is staggering to say the very, very least. SSI's best 64 wargame to date.

Presentation 88%
The best SSI game yet in terms of user-friendliness and clear presentation – and all joystick driven! Smooth-scrolling map, easy to get into and accompanied by a manual which while a touch brief says all it needs to say extremely well.

Challenge 95%
Tackling the entire Second World War in Europe is not for the weak of heart! The multiple period option allows for novices and experts alike to enter the game at the level they feel confident with.

Authenticity 90%
Obviously due to the large scale it misses out on extensive battle detail but makes up for this by faithfully covering ALL combat actions and aspects of the European war.

OVERALL 94%
Easily the best thing SSI have yet produced.

OVERRUN!

SSI
C64, £24.99 (disk only)



Overrun! is, to quote the cover, 'a tactical game of modern land warfare' spanning combat in the Arab/Israeli October War of '73, present day and future Middle East conflict and of course the next BIG battle – conventional war in Central Europe.

Based around the highly successful Typhoon Of Steel game system (an improved version of the evergreen Panzer Strike!) Overrun! is primarily concerned with individual unit action which is recreated literally blow by blow. Each square on the 30 x 90 map is 50 yards in size – this is where Typhoon and Panzer proved most powerful as wargames. No higher level action here, it's all 'down in the dirt' battling throughout.

As well as the standard military hardware currently serving in the various modern theatres of war Overrun! also provides room for future battles with prototype weapons such as the Russian T-94 Main Battle Tank, reactive armour, FOGM missiles, Mil-Mi 28 Havoc helicopters and more.

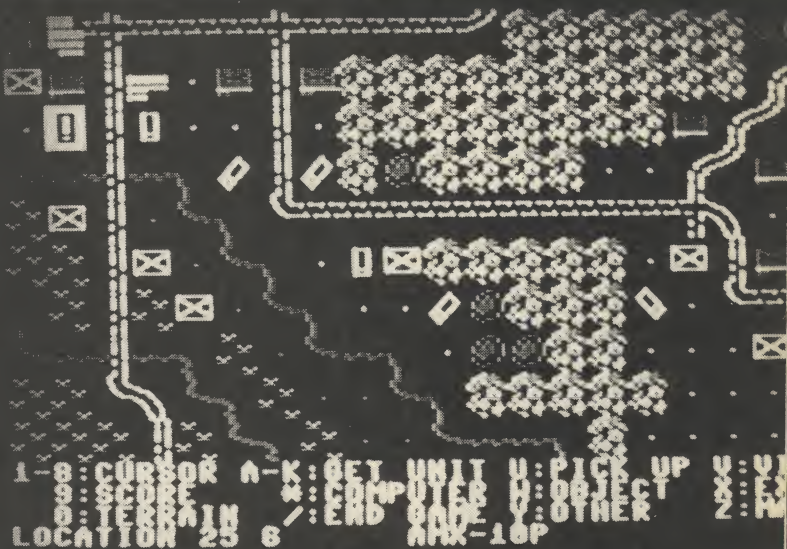
Variety is the spice of life but Overrun! isn't too hot in flavour with only the 8 Middle East and Central Europe hypothetical scenarios. Thankfully a build scenario option is available (with an Auto Build option within).

The control system is easy enough to use, despite the awkward 1-8 layout for cursor movement. How about improving on this SSI? It may be the standard now but for veterans it's a nuisance and for novices it's at times murder. Following orders play is conducted using the 'pulse' system to determine firing and movement order. Slow yes but realistic enough to offer a good sense of low-scale (ie individual) combat.

Play is as ever strong to very strong in challenge – one game involving the scenario 'Shoot-out on the E4' saw meagre US forces holding against a bottlenecked mass of Soviet armour for all of 2 hours. Sporadic attacks and constant probing of the US defences saw limited combat building up to a devastating all out attack through the trees. Very sneaky but ultimately very effective as the US units crumbled under the

computer's Red forces. A challenge and a half this most certainly is. With anti-tank missiles, HEAT (High Explosive Anti Tank) shells and Mil-Mi 24 Hind helicopters battles are over a lot quicker than in Typhoon Of Steel and Napoleon.

The 'what if' potential of Overrun! is one of the game's strong points and through this the player gets to create history rather than recreate it. The mechanics of play work as well as any other recent SSI game but the potential for extensive coverage of modern conflicts has been missed.



Presentation 87%
Technical detail abounds, extensive specifications with highly informative briefing manual. Standard SSI game presentation but neatly done nevertheless.

Challenge 81%
A very high challenge across the board to keep you sweating, and at times very vicious.

Authenticity 75%
Open-ended with the future war scenarios but satisfyingly gritty Middle East combat.

OVERALL 80%
Slips up in the possibilities of modern combat but despite this an extensive and very comprehensive wargame.

STRATEGY STRATEGY

HALLS OF MONTEZUMA

SSG

C64, £18.95 (disk only)



Following such titles as *Carriers at War*, *Battlefront* and the magnificent *Europe Ablaze*, *Halls of Montezuma* brings us nearer the present day with an incredibly extensive battle history of the United States Marines Corps.

Based around the *Battlefront*/*Battles in Normandy* game system *Halls* deals in units of roughly battalion size with three divisions available. Like *Storm Across Europe* this size naturally dictates the scale of the battle but also allows for a mid-level of command with both high level strategy and low-level tactical operations needing to be taken into account throughout.

Halls contains eight scenarios, tracing the Marine Corps' battle-scarred history – this includes the 1847 assault

on Mexico City, Belleau Wood in 1918, Iwo Jima in 1945 right through to the battle for the city of Hue in South Vietnam.

With SSG games, at least the presentation is there to start with, and the menu system is easy enough to use. Play is smooth-flowing and a lot faster than in *Typhoon*. The ground features may lack detail but it's all very clear, precisely laid out with fluid scrolling. The map is most welcome (take note SSI!).

Strategic play is stronger in the earlier scenarios – after the Second World War technology moved ahead dramatically. The time of the Korean War proves the best era with the weapons of post-war and beyond (including the first widespread use of jet fighters).

The clash of technology from

different generations is the most interesting of matches but using the *Warpaint* and *Warplan* construction set utilities new scenarios can be born from the imagination or the pages of SSG's own magazine, *'RUN 5'*.

If you're expecting a *Typhoon* of Steel-type level of play you'll be disappointed. The action is placed at regimental and battalion level and can be regarded as a lot simpler than the comparable SSI title. Fortunately *Halls* provides a better insight into the battle as a whole (the higher strategic level) – the eight scenarios providing more depth although the involvement in each battle is marginally less than in *Typhoon*. A solid, well-structured and presented wargame covering multiple eras with competence.



1st INF-Marine
fresh elite
no loss
non mech

Ocean

Presentation 82%

The manual covers the Marine Corps history in considerable detail and instructs in a readable enough manner.

Challenge 75%

A moderate challenge increasing in difficulty the more modern the scenario. The scenarios may be similar in structure but provide enough variety.

Authenticity 78%

The implementation of the game scenarios and order of play is as faithful as could be imagined.

OVERALL 78%

A good computerised account of the Marines Corps and its star-spangled history.

NEWS

SSI

Following *Storm Across Europe* SSI are becoming mysteriously quiet on the traditional wargame front, although the Amiga conversion process continues (UbiSoft are handling the programming of the Amiga *Pool of Radiance* – if they ever get to finish *Iron Lord* first). A *Pacific Storm* and 16-bit *Europe Storm* could be brewing but it's too early to say yet. On the AD&D front, SSI have planned *War of the Lance*, a strategy/tactics game set in Krynn, and *Power Struggle*, another strategy game where warlords and diplomacy abound.

The *Dragonlance* computerised RPG

is planned and looks set to open up the world of *Forgotten Realms* in a similar fashion to *Pool of Radiance*. *Heroes of the Lance 2* is on the cards continuing the battle into the wilderness and Pax Tharkas's fortress. The strangest project lined up is the *Dragonlance Flight Simulator* (provisional title) – battling dragons in the air would have to be seen to be believed!

SSG

From down under comes *Battle of the Bulge: Last Chance in the West* using yet another new game system but this

time on the biggest scale of all with whole armies to control. Divisional-size units can also be commanded with three scenarios and a campaign game to keep you busy.

Campaigns of Napoleon: The Glorious First Empire will follow later on with six scenarios included. *The New World* is based on the discovery and subsequent conquering of the 15th Century. You take control of one of four countries' forces and aim to take the richest pickings. The post-holocaust RPG, *Twilight 2000*, is planned for 'computerization' along with Amiga conversions of existing SSG games (*Halls of Montezuma* is imminent with *Decisive Battles Parts I - III* later on).

ZZUPERSTORE

ZZAP! T-SHIRT

The favourite T-Shirt in Medium and XX Large sizes. 50% cotton and 50% polyester.

XX LARGE AND MEDIUM
OFFER £4.95

ZZAP! BINDER

Have a binding relationship with your favourite computing mag! Maroon with Gold logos.
OFFER £4.50

ZZAP! KEYBOARD COVER

Protect your old faithful from dust, coffee and the universe with these super quality grey covers complete with ZZAP! logo made to suit your keyboard.

CBM64 FIT OFFER £5.00

CBM64C FIT OFFER £5.50

CBM128 FIT OFFER £5.50

LOAD-IT

Eliminate tape loading problems on your C64.

Achieves 100% loading success even on the most obstinate tapes. It provides permanent head alignment adjustment

with the help of an LED array for optimum signal indication. Guaranteed for one year.

OFFER £39.99

KONIX NAVIGATOR

Brand new ergonomically designed handheld joystick with Fire Button positioned directly beneath the trigger finger.

OFFER £14.99

KONIX MEGABLASTER

Precision moulded control knob with steel shaft for complete reliability. Dual fire buttons for left and right hand use. Heavy duty leaf switches and rubber suction cups.

OFFER £6.99

EUROMAX COBRA

Brand new design with 8

microswitches. 3 Autofire buttons and single normal fire button provide trigger readiness.

OFFER £11.95

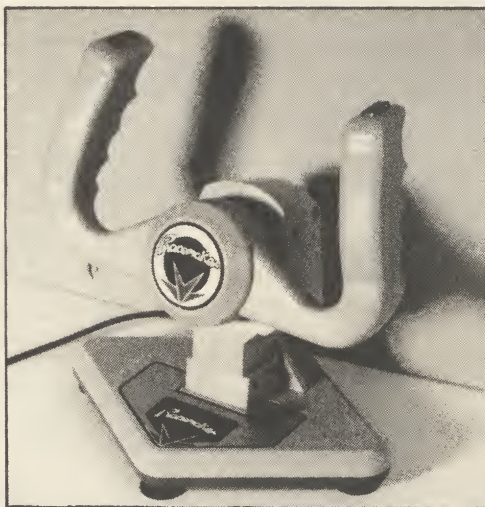
EUROMAX STANDARD ELITE

Short travel microswitch action in ergonomic and highly durable design.

OFFER £9.95

EUROMAX ELITE GRIP

Same as Elite Standard, but with new ergonomic grip.



EUROMAX RACEMAKER

Brand new arcade style controller ideally suited for simulations. Tough design with fire button on each steering grip and Dial-a-Speed Autofire.

OFFER £26.95

OFFER £10.95

EUROMAX PROFESSIONAL STANDARD

High durability, rapid response and ultra sensitive movement.

OFFER £15.95

EUROMAX PROFESSIONAL GRIP

Same as Professional Standard, but with ergonomic grip.

OFFER £13.95

EUROMAX PROFESSIONAL AUTOFIRE

Same as Professional Standard, but with Autofire.

OFFER £18.95

EUROMAX MICROHANDLER

An array of features: ex-

tra-sensitive microswitch action, two integrated paddles, variable Autofire, extra large fire buttons and solid metal casing with rubber suction cups.

OFFER £19.95

DYNAMICS COMPETITION PRO 5000 (NORMAL)

Features arcade quality microswitches, dual fire buttons, robust steel shaft and rubber return for smooth control.

OFFER £13.50

DYNAMICS COMPETITION PRO 5000 (CLEAR)

Same as PRO 5000 NORMAL, but with see-thru body.

OFFER £14.00

DYNAMICS COMPETITION PRO EXTRA

Features Rapid Fire, unique slow motion and see-thru body.

OFFER £15.00

POWERPLAY CRUISER STREAMLINE ALL BLACK

With dual lead for Spectrum

48K/128K/Plus/Plus2/Plus3.
OFFER 12.99

POWERPLAY CRUISER CLEAR AUTOFIRE

Simply by holding down either of the fire buttons engages Autofire.

OFFER £12.99

POWERPLAY CRYSTAL STANDARD

Clear joystick with red fire buttons and pistol grip handle.

OFFER £14.99

POWERPLAY CRYSTAL TURBO

Same as CRYSTAL STANDARD, but includes fast Autofire action.

OFFER £16.99

AMIGA A501 512K RAM EXPANSION UPGRADE + CLOCK CARD

Internal Ram upgrade to 1024K RAM.

OFFER £129.99

AMIGA A520 MODULATOR

Use your Amiga with a domestic TV set or composite video monitor.

OFFER £24.99



EUROMAX RACEMAKER

Brand new arcade style controller ideally suited for simulations. Tough design with fire button on each steering grip and Dial-a-Speed Autofire.

OFFER £26.95

SOFTWARE HITS

C 6 4 C A S S E T T E

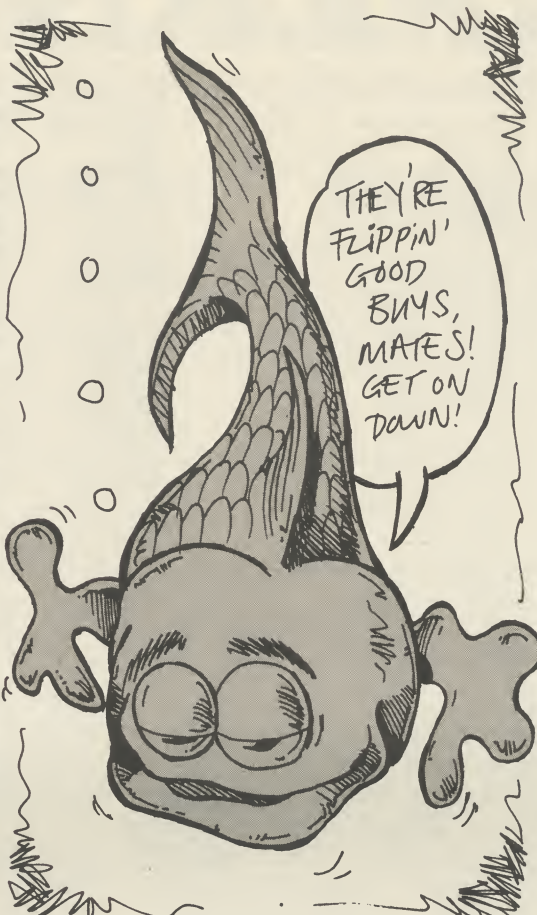
CIRCUS ATTRACTION	Golden Goblins	£ 7.99
DANGER FREAK	US Gold	£ 7.99
DARK FUSION	Gremlin	£ 7.99
FORGOTTEN WORLDS	Capcom	£ 7.99
GILBERT	AgainAgain	£ 7.99
GRAND MONSTER SLAM	Golden Goblins	£ 7.99
PHOBIA	Imageworks	£ 7.24
REAL GHOSTBUSTERS	Activision	£ 7.99
SPEED BALL	Imageworks	£ 7.99
TESTDRIVE II THE DUEL	Accolade	£ 7.95
TITAN	Titus	£ 7.99
MAYDAY SQUAD	Tynesoft	£ 7.95
NAVY MOVES	Dnamic	£ 7.95
STORMLORD	Hewson	£ 7.99
XENON	Melbourne	£ 7.99

C 6 4 D I S K

BATTLETECH	Infocom	£15.99
CIRCUS ATTRACTION	Golden Goblins	£10.44
DANGER FREAK	US Gold	£11.99
DARK FUSION	Gremlin	£11.99
FORGOTTEN WORLDS	Capcom	£11.99
GILBERT	AgainAgain	£11.99
GRAND MONSTER SLAM	Golden Goblins	£10.44
HALLS OF MONTEZUMA	SSG	£15.45
HILLSFAR	SSI	£15.99
JACK NIKLAUS GOLF	Accolade	£13.45
NAVY MOVES	Dnamic	£11.95
OVERRUN	SSI	£19.99
PHOBIA	Imageworks	£10.44
PROJECT FIRESTART	Electronic Arts	£11.99
REAL GHOSTBUSTERS	Activision	£11.99
SPEED BALL	Imageworks	£11.99
STORMLORD	Hewson	£11.99
TESTDRIVE II THE DUEL	Accolade	£13.45
TITAN	Titus	£11.99
MAYDAY SQUAD	Tynesoft	£11.95
XENON	Melbourne	£11.99

A M I G A

AIRBALL	Microdeal	£15.99
AMERICAN ICE HOCKEY	Mindscape	£19.99
ARCHIPELAGOS	Logotron	£19.99
BALANCE OF POWER	Mindscape	£19.99
BATTLEHAWKS	Lucasfilm	£19.99
BATTLETECH	Infocom	£19.99
BEAM	Magik Bytes	£19.99
BIO CHALLENGE	Palace	£19.99
BLOOD MONEY	Psygnosis	£19.95
CHUCKIE EGG II	Pick'n'Choose	£15.95
CRAZY CARS II	Titus	£25.99
DANGER FREAK	US Gold	£15.99
FORGOTTEN WORLDS	Capcom	£15.99
GAUNTLET II	US Gold	£19.99
GOLD RUSH	Sierra	£19.99
GRAND MONSTER SLAM	Golden Goblins	£15.99
KICK OFF	Anco	£15.95
LORDS O.T. RISING SUN	Cinemaware	£19.99



MAYDAY SQUAD	Tynesoft	£15.95
MILLENNIUM 2.2	Electric Dreams	£19.99
OPERATION NEPTUNE	Infogrames	£19.95
PAC-LAND	Grandslam	£15.95
RAIDER	Impressions	£15.95
REAL GHOSTBUSTERS	Activision	£19.99
RUNNING MAN	Grandslam	£19.95
S.DAVIES W.SNOOKER	CDS Software	£15.99
SHOGUN	Infocom	£23.99
TESTDRIVE II THE DUEL	Accolade	£19.95
THE KRISTAL	Addictive	£23.95
VICTORY ROAD	Ocean	£19.95
WICKED	Electric Dreams	£19.99

How to order

Apart from our highly recommended games list, you can order any game released by the major software houses to date on cassette, disk or cartridge.

The offer prices on our games list include a generous discount and are inclusive of First Class postage.

If you wish to order a game not included in the list, please use the following Special Offer discount table to calculate your Offer price from the recommended retail price quoted on the software houses adverts.

SPECIAL OFFER DISCOUNT TABLE

RRP	OFFER	SAVE
4.99	3.99	1.00
5.95	4.74	1.20
7.95	6.40	1.55
7.99	6.44	1.55
8.95	7.20	1.75
8.99	7.24	1.75
9.95	7.95	2.00
9.99	7.99	2.00
11.99	9.99	2.00
12.95	10.40	2.55
12.99	10.44	2.55
14.95	11.95	3.00
14.99	11.99	3.00
19.95	15.95	4.00
19.99	15.99	4.00
23.00	18.40	4.60
24.95	19.95	5.00
28.95	23.15	5.80
29.95	23.95	6.00
34.95	27.95	7.00

Remember, apply the discounts to RRP prices only, not to our discounted Offer prices quoted on this page! Don't forget to indicate which computer you own and whether you require the software in cassette, disk or cartridge form. Similarly, don't forget to indicate garment size for T-shirts.

Prices valid for UK/Eire/Europe only. For Overseas orders please add \$2.00 per item for Air Mail delivery.

Not all listed or advertised products will have been released at press time. Goods will be despatched as soon as possible. Customers will be informed of any long delays.

Please ring (0584) 5620 for release dates!

BUDGET SPECIAL OFFER!

Order four games in the £1.99 range and pay for three (\$5.97 payment total - a saving of £1.99)

Order four games in the £2.99 range and pay for three (\$8.97 payment total) - a saving of £2.99!

BACKNUMBERS

No 4 Aug 1985
No 5 Sep 1985
No 8 Dec 1985
No 12 Apr 1986

1985 Zzapi! Mindscape Preview! Wild sounds from your 64 - Datel Digidrum and Sound Sampler reviewed!
No 13 May 1986
After Ego Gold Medal! The Daily Llama - diary of Minter! Infocom Interview! Palace Software Interview! Mindscape confession! Imagine Interview! Index for Issues 1-12!
No 14 Jun 1986
Spindizzy Gold Medal! Infocom Interview part 2! Steve Evans Interview!
No 15 Jul 1986
Leaderboard Gold Medal! Budget reviews bonanza! Euromax's Mouse and Cheese! CRL previews!
No 16 Aug 1986
Controversial Musician's Ball Interview! Vidcom art package reviewed!
No 17 Sep 1986
GAC! Commodore's Music Expansion System reviewed! Software Cuties Special! Zapstick!
No 18 Oct 1986
Greg Barnett Interviewed!
No 19 Nov 1986
World Games Gold Medal! Delta Four Interview! Zapstick! John Twiddy Interview!
No 20 Dec 1986
The Sentinel! Boulderdash Construction Kit! Firebird's fabulous Microhythm Drum Kit reviewed!
No 21 Xmas Special
Denton Designs Revisited! Desert Island 5.25" Rockford's Round-Up! Tamara Knight part 1!

No 22 Feb 1987
Kele-Line Profile!
No 23 Mar 1987
Sensible Software Interviewed! The Andrew Braybrook Diary - Mental Procreation!
No 24 Apr 1987
Coin-ops reviewed!
No 25 May 1987
Crucial Compilations comparison! Fantastic Oil Frey Pull-Out Poster! Impossible Mission Past Blaster! Index for Issues 13-24!
No 26 Jun 1987
Sampler Cassette! The Terminal Man III! A Hitchhiker's Guide to Douglas Adams! Oink's Curly Tale!
No 27 Jul 1987
Arcades Analysed! Philippa Irving's Manoeuvres - The Beginning! The Nintendo Console! American Football Round-Up!
No 28 Aug 1987
Penn leaves! Behind the scenes of the Living Daylights! The C16 scrutinised!
No 29 Sep 1987
California Games! The Sega Console! Raster Interrupts De-Mystified!
No 30 Oct 1987
Bubble Bobble! The Advanced OCP Art Studio! Mel Croucher and PBMI Arcades Analysed!
No 31 Nov 1987
Accolade's Comics! RPG's Scrutinised! Combat Zone! Microprose Feature! Ubik's Music!
No 32 Dec 1987
16-bit Special! Predator Film Exposé! PCW Show Report!
No 33 Xmas Special

A Day At The Arcades! Crucial Compilations! Fabulous Giant Poster! A Musical Interlude!
No 34 Feb 1988
Predator Pull-Out Poster! Amiga Action!
No 35 Mar 1988
Valentine's Day Pull-Out Poster! The Future of Computers - A look at Sci-Fi Films! Electronic Imagery - Digital Pictures Interview!
No 36 Apr 1988
Amiga Supplement! Walker's Way - New Diary of a Game series! Budget Test!
No 37 May 1988
Zzap! Tips Mega Special! Mel Croucher looks into the future of the software industry! Amiga Action!
No 38 Jun 1988
Zzap! Mega Index! Another Crucial Compilation Comparison! Budget Test!
No 39 Jul 1988
Arcade Supplement! Zzap visits Microprose! Budget Binge!
No 40 Aug 1988
The Definitive Guide to Puzzle Games! Mammoth Compuness! Barbarian III!
No 41 Sep 1988
PG's Big Tips - POKEs, maps and cheats! Massive Enter The Harlequin!
No 42 Oct 1988
TIMETUNNEL COVERMOUNT! PC Show Supplement! ACME Large Amiga Supplement!
No 43 Nov 1988
CYBERNOID 2 & HAWKEYE DEMO CASSETTE! Massive Amiga Section! Mel's Classic Computer Cock-ups! Having

Knightmares - Anglia TV's RPG Show!
No 44 Dec Xmas Special 1988
THUNDERBLADE & PEPSI MAD MIX DEMO CASSETTE! Xmas Re-release and Hardware Round-up! Zzap! Index! Compilofax - The Compilation Round-up!
No 45 Jan 1989
ROBOCOP DEMO & PARALLAX CASSETTE! Robocop feature and review! Another helping of Chuck Vomit!
No 46 Feb 1989
Rainbow Arts - As They Play In Germany! 16-bitish Elite, Total Eclipse, Microprose Soccer, Ingrid's Back (what about her front!)
No 47 Mar 1989
LED Storm, Rocket Ranger, Batman, Zak Mackracken, TV Sports Football! Playing Tips - Map of Soldier of Fortune!
No 48 Apr 1989
Blasteroids Poster! Blasteroids, Populous, Pathfinder, Grand Prix Circuit, Dungeon Master, DNA Warrior, R-Type, Denaris, ISSI Map of Total Eclipse!
No 49 May 1989
Are You Console Crazy? Renegade III, Cybernoid 2, Voyager Silksworm, Robocop, War In Middle Earth! Batman mapi!
No 50 Jun 1989
PHOBIA DEMO & ZIG ZAG - THE REMIX CASSETTE! Tips Special! Xenon, Speedball, Battlehawks 1942, The Muncher, Powerdrome, The Kristal, Forgotten Worlds, Kick Off, Hillsfar! Forgotten Worlds Poster!
Check order coupon for order details.

zzuperstore

THALAMUSALOT!

Don't mention it! No, it's alright, we do want to mention it. Come to think of it, we'd like to shout it in full synthetic stereo megadecibels from the monitor tops (if only the hardware were up to it...).

HAVE WE GOT a subs offer for you! We are appealing to your extrasensorial brain area, commonly known as THALAMUS amongst skullcrushing cognoscenti, by offering with every subscription a free copy of ARMALYTE or HAWKEYE in cassette or disk form. Is that a deal or is that a deal? For the THALAMITE aficionados who already own all of the above games we reserve our very best, an incredibly exclusive THALAMUS T-shirt. Rumour has it that they're rarer than a Thalamus release...So don't let this occasion go by you, subscribe now!

If you're already a subscriber and don't want to resubscribe yet, you can participate in this amazing offer by sending in a paltry £6.95 for either one of the games or T-shirt!

I want to subscribe to 12 Issues of ZZAPI and receive my subscription freebie.

If I've already got a ZZAPI subscription, and it is running out soon, I extend it for a further twelve issues - and still get my subscription freebie.

If I am a current subscriber, but do not wish to extend my subscription, I can still get one of the three subscription offers at a ridiculous £6.95!

Please tick the appropriate box:

- ☐ I enclose £18.00 for a new ZZAPI subscription mainland UK
- ☐ I enclose £25.00 for a new ZZAPI subscription out side mainland UK - surface mail
- ☐ I enclose £38.00 for a new ZZAPI subscription out side Europe - Air mail
- ☐ I enclose £6.95 for the special subscription offer of my choice

- ☐ I am a new subscriber
- ☐ I am an existing subscriber. My subscription number is

Please extend my subscription starting with Issue No:

Please send me the following subscriber discount offer:

- ☐ ARMALYTE C64 disk/cass
- ☐ HAWKEYE C64 disk/cass
- ☐ THALAMUS T-shirt XX large

(Delete disk or cass as required)

EARLY WARNING:

If you wish your sub to commence with Issue 52, we must receive your coupon no later than 24th June 1989.

Please allow 28 days for your free gift.

ORDER FORM

MY COMPUTER IS:

CODE	ITEM	PRICE

The software discount table may only be applied to recommended retail prices as seen in the ads of this magazine, not on OFFER prices shown within the ZZUPERSTORE pages. No other discounts may be applied.

SUBTOTAL

CRASH BACK NUMBERS

Normal back Issues £1.45 (Inclusive P&P)

Xmas Issues £2.15 (Inclusive P&P)

OVERSEAS please add £0.80 to above prices.

SPECIAL QUANTITY DISCOUNT:

Order 4 issues and pay for 3

lease supply the following BACK NUMBERS (Circle required items)

05	08	12	13	14	15	16	17	18	19	20	21
22	23	24	25	26	27	28	29	30	31	32	33
34	36	37	38	39	40	41	42	43	44	45	46
47	48	49	50								

BACK NUMBER ORDER TOTAL

ORDER TOTAL

Name

Address

Postcode

Please make cheques/postal orders payable to ZZAPI It is best to avoid sending cash payments. Please DO NOT enclose ANY order with mail to the EDITORIAL side of the magazine as this will result in DELAYS! Send your orders to the address below.

☐ I enclose a cheque/p.o. for:

☐ I wish to pay by VISA/ACCESS
(Delete as appropriate)

Please debit my VISA/ACCESS ACCOUNT by:

My account No. is:

Expiry Date Signature

SEND THIS FORM TO:

ZZAPI ZZUPERSTORE, PO BOX 20

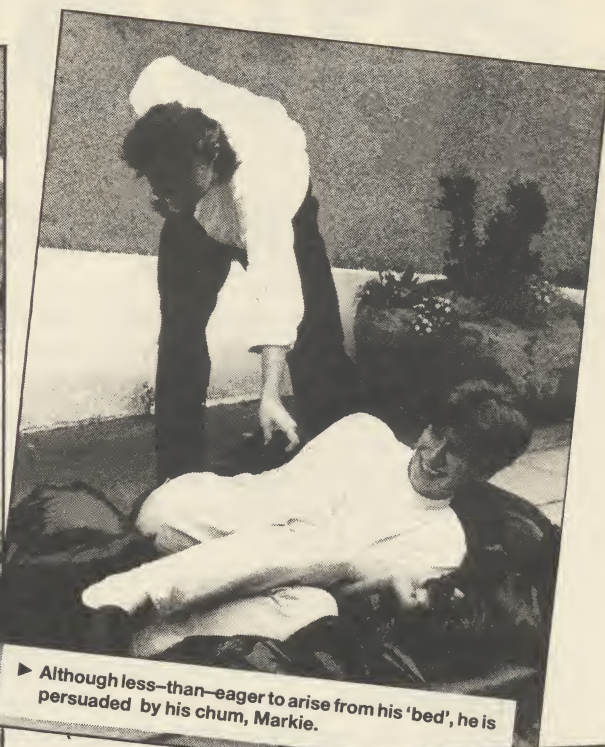
LUDLOW, SHROPSHIRE SY8 1DB

A DAY IN THE LIFE....

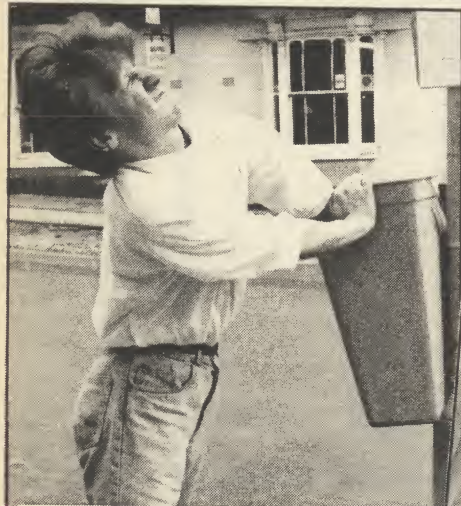
RANDY UNEARTHED



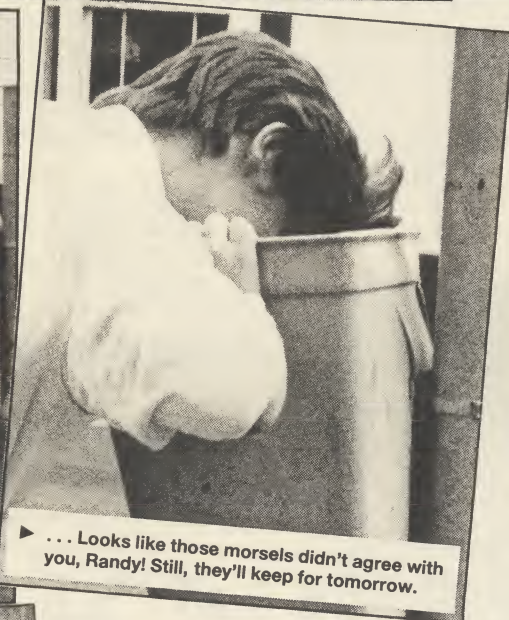
► It's morning, and Randy awakens from another restful slumber.



► Although less-than-eager to arise from his 'bed', he is persuaded by his chum, Markie.



► Breakfast time at the Rand household, as we find our cheeky chappie ferreting through his larder.



► ... Looks like those morsels didn't agree with you, Randy! Still, they'll keep for tomorrow.



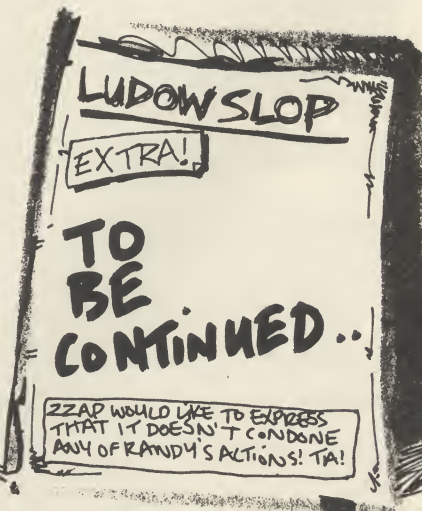
► Well, that's work over and done with!



► Always a keen church-goer, Randy and pal enjoy doing their bit for the less-privileged members of society.



► Ah! Lunchtime!



ZZAP WOULD LIKE TO EXPRESS THAT IT DOESN'T CONDONE ANY OF RANDY'S ACTIONS! TIA!

ARCHIPELAGOS



Logotron, Amiga £24.99

● The game with soul

In times long past mysterious beings known only as the Ancients watched over an eternally tropical world, their leisured thoughts creating ten thousand Archipelagos. When they tired of that they populated a nearby planet. These new people eventually came to the world of the Archipelagos as the Visitors. On each Archipelago the Visitors placed an Obelisk. The Ancients disliked this intrusion and unsuccessfully attempted to de-image the Visitors. Soon after this the Visitors left, but only after first slaughtering the Ancients. While they slept the Ancients were turned to stone and their blood drained into the soil.

You enter this tormented world floating a metre above the ground with the objective of cleansing all ten thousand Archipelagos of the Visitors' presence. To do this you must destroy the Obelisk on every island, but this is only possible after each of the stones which give it power are disintegrated. Stones are invulnerable unless connected to the Obelisk, so sometimes vast land bridges have to be created. Once all the stones have been destroyed, by absorbing their energy, you have 90 seconds to get the Obelisk.

You move around the world by placing a cursor on a square, pressing a mouse button instantly transports you there. This is all relatively easy, but you must be wary of trees. As they rise and fall they move toward you, along with the lethal virus which turns the land red and kills you on contact. Also lethal is the sand and sea. If you complete a level you go onto the next; the game automatically remembers how far you go, so there's no need to write codes down to get back to the last level you completed.

As you get further into the game the dangers increase. Necromancers are ghosts of the Ancients and wander around taking away the land directly underneath them. Blood Eggs first appear on Archipelago 20 and hatch extremely lethal



▲ Two stones grouped together, but are they connected to the Obelisk?

One of those games that you just can't get into quickly but once you've experienced it you just don't want to let go. The strange nature of the game and the totally hypnotic accompanying music creates a totally wierd and immensely convincing atmosphere which (in my opinion at least) beats *The Sentinel* hands down. Just start the game and listen to the music to hear what I mean. Gameplay is significantly better with considerable variety in the foes lurking around the islands, a better sense of progress, a better feeling of achievement and at last true incentive to progress. Great stuff.



Once you accept the relatively simple rules of *Archipelagos* there are no glitches or compromises to distract you. When the sky starts to darken, lightening bolts flash and mirror-faced Necromancers go hunting it all gets extremely tense. The music heightens the sense of atmosphere still further, together with haunting sound effects such as the Lost Souls wailing. A massive and enchanting challenge *Archipelagos* makes Logotron a name to watch.

spirits with a clap of thunder and lightning. Even more fearsome are Lost Souls which are like whirlwinds, contact with them brings death!

If you complete a level you advance onto the next during the first 100, where every fifth island has a special shape (there's even an *Eastenders* archipelago). After that all the archipelagos are drawn randomly and you advance two if you complete one. Obviously getting to level 9999 will take quite a while!

PRESENTATION 85%

Good manual and no codes to learn for level access.

GRAPHICS 91%

Relatively simple, but slick, fast and totally convincing.

SOUND 92%

Subtle, weird background music and unnerving FX.

HOOKABILITY 85%

Takes a bit of getting used to, but first few levels are pretty easy afterwards.

LASTABILITY 93%

9999 levels!

OVERALL 90%

A superbly atmospheric successor to the brilliant *Sentinel*.



Test



Blood Money

A

Psygnosis, Amiga £24.95

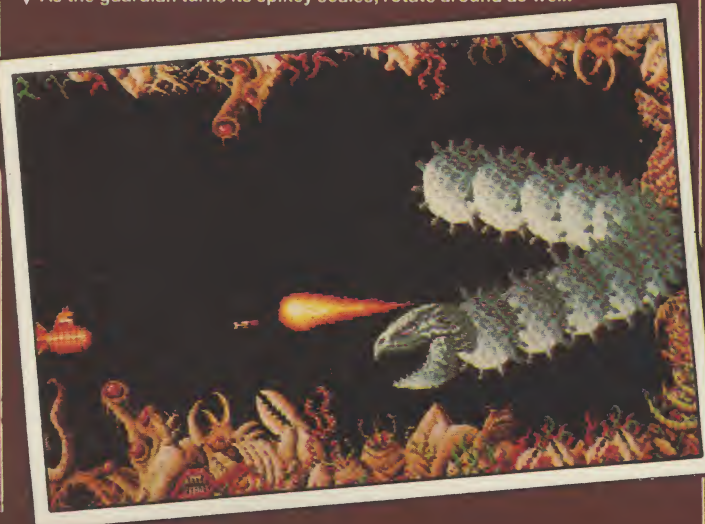
●Killing for cash on four alien worlds

Holidaying on the planet Thanatopia is pleasant enough, but young Spondulix wants real excitement! You know the kind – blasting aliens on the notorious Alien Safari where life expectancy is a minute at most. The Safari includes four different worlds, with prices ranging from \$100 to \$400. A few fibs to your parents earns \$200 and you're ready to begin, with a choice of the first two planets – complete one of them and you'll have enough cash to 'party' on planets three and four.

The first planet, which you explore in a helicopter, is a metallic world heavily populated by walkers, alien spaceships and all manner of weird drones. Shoot them and coins are dropped, ranging in value from \$10 to

\$25. But watch out for gun turrets, radio beacons which reverse your controls and when the scrolling switches to vertical! Planet two is an undersea

▼ As the guardian turns its spikey scales, rotate around as well!



▼ On the ice planet and about to be warmed up by an unfriendly missile.



one which you take on in a submarine. Baddies include superbly animated jellyfish, torpedo firing submarines and giant crab claws. Further into the game there's rock formations which you must blast your way through, pick the wrong route here and you'll end up trapped. The next planet is a beautifully drawn ice world which you fly over in a spacesuit and jetpack. Flying lizards, digitized asteroids and huge, vicious ice columns are some of the baddies here. And finally there's the 'gore zone' of planet four with



I wasn't too surprised to discover that **Blood Money** was programmed by the brilliant David Jones, the man behind that ace shoot-'em-up, **Menace**. The sprites are all beautifully animated – the large, Star Wars-style Walkers on Planet One use 18 frames of animation! The soundtrack is also impressive, especially the amazing sampled **Blood Money** song when the game is first loaded. The four planets each have their own set of aliens, and gameplay is genuinely different for each world. There's always the desire to get just that bit further in the game to see new baddies, and eventually, the terrifying end-of-level guardians. The two-player game is even more fun – it's great to nick all the dosh from the aliens which your partner has just shot! I just can't help myself – I'm dead greedy and the sight of all those coins is just too much of a temptation.



◀ Two player action with the walkers stomping in



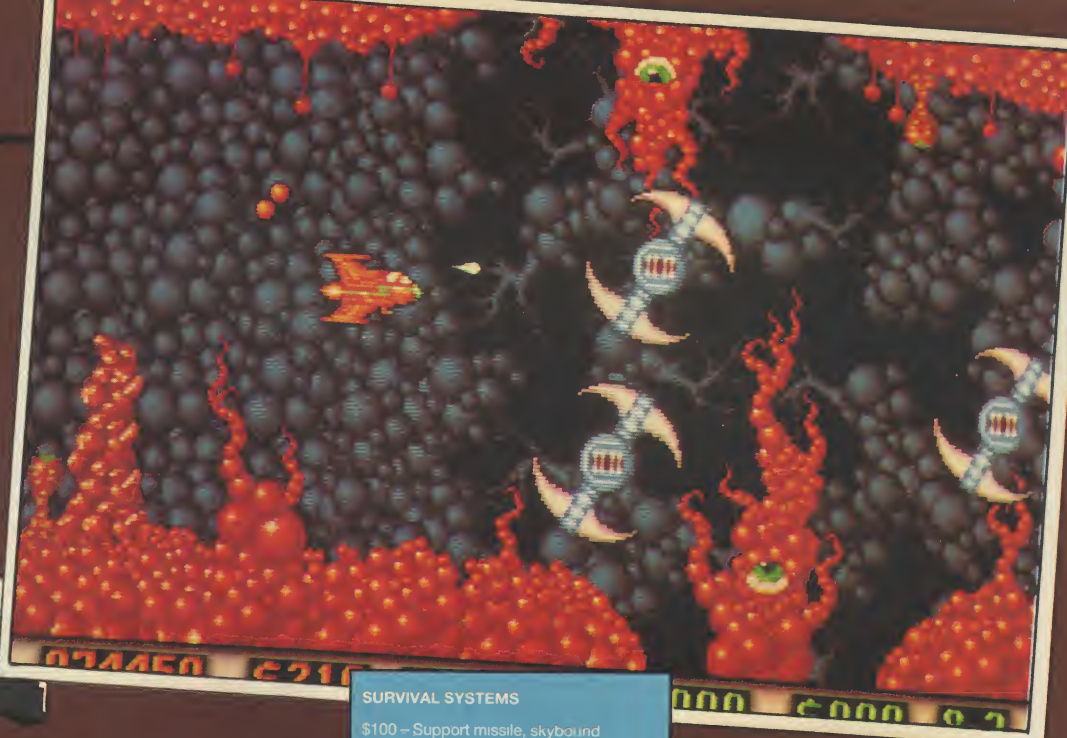
Money makes the world go around, and 25 quid is a fair sum to pay for a shoot-'em-up, but **Blood Money** is well worth it. All four of its worlds contain some of the most stunning baddies, ranging from pulsating jellyfish to spinning rocks. The animation is incredibly smooth and the scenery is simply beautiful (reminds me of the valleys, boyo!). Gameplay measures up to the game's brilliant looks and each world requires a totally different set of tactics in order to succeed. So you're really getting four games in one. Another bonus is the two-player option which is hilarious as the 'partners' make a mad dash for the cash. And although the game is extremely challenging, most lives are lost through sheer greed! Great to play alone or with so-called 'friends' **Blood Money** is one of the most addictive blasts I've played in ages.

you in a spaceship facing floating eyes and squirming caterpillars. Needless to say there's some pretty neat end-of-level guardians as well.

Each planet can be visited alone, or with a friend (particularly useful for planet one). The game's no different according to the number of players, but you

can earn a lot more money on your own. And cash can buy everything from rearward firing missiles to an extra life (see box). However, there is only one of each weapon at most equipment stores, so make sure your partner doesn't get there first, and if a life is lost so is all your extra equipment.

▼ Snatching victory from the claws of a giant crab



SURVIVAL SYSTEMS

\$100 - Support missile, skybound
\$100 - Support missile, earthbound
\$150 - Neuron bomb
\$150 - Support rear-fire missile
\$200 - Long range missile capability
\$200 - 'Kleen Heel's Supa-Drive' (increases your speed)
\$250 - 'Norton Thunder-Thru' (restores your shield to maximum)
\$250 - 'Dr Marten's Aero-Soul Mk VI' (an extra life!)



Psygnosis has something of a reputation for producing brilliantly presented games, although playability hasn't always matched looks. **Blood Money** kicks off with a dazzling demo, matched by excellent in-game graphics and sonix - Psygnosis have never done better. The game is simply a treat to watch, with all manner of weird and wonderful alien creatures, but more importantly it's also superb to play. If the disks hadn't been locked away it's doubtful this issue of ZZAP! would ever have been finished. You can't miss this game!

64

The great news for 64 owners is that they won't have long to wait for **Blood Money**, the C64 version is due for a July release, retailing at £9.99 cass/£12.99 disk.

update

PRESENTATION 96%

An amazing intro sequence and great two-player option.

GRAPHICS 94%

Each world has its own unique scenery and smoothly-animated aliens.

SOUND 95%

The sampled song is astounding and there's also a great in-game tune which can be swapped for effects.

HOOKABILITY 94%

The idea of 'shoot and collect' is simple enough to make for instant playability.

LASTABILITY 93%

The high difficulty level doesn't deter you from persevering to see more stunning baddies.

OVERALL 94%

Shoot a few aliens and collect the 25 quid to buy **Blood Money**. It's brill!

DARK SIDE

Microstatus, Amiga £24.99

On the dark side of the moon Tricuspid the Ketars have started construction of a weapon by to revenge their defeat in Driller. Aimed at the planet Evath it draws power from network of Energy Collection Devices (ECDs). At the apex of each ECD there's a solar cell which transmits its power down a matrix to the Zephyr One weapon. Your

mission is to destroy all the ECDs – no easy task considering you're alone with just a jetpack to carry you around.

The basic gameplay of the original Dark Side is unchanged: travel around by foot or jetpack and unravel the 3-D puzzles which protect the ECDs. The only real changes are, inevitably, the presentation.



The technical achievement of Freescape is obviously somewhat diminished on the 16-bit machines, where solid 3-D of the *Starglider II*-type is increasingly commonplace. But if the actual game graphics are unspectacular the superlative control panel, with neat touches like the save/load panel which slides down, and great music as well, show a commendable effort to exploit the Amiga. Then, of course, there's the 16-bit speed of the graphics – flying around with the jetpack is much more realistic now, though not quite up to *Starglider II* speeds. And finally there's all those wonderful puzzles which are, after all, the heart of the game. In short well worth a look, although clearly overpriced.



▲ There's a tank to the left, an ECD to the right, and you're airborne with not much fuel.



ROBIN

Although I wasn't totally enamoured by the original 64 version the music was what made the game for me, setting the scene and game atmosphere superbly. On the Amiga the programmers have performed miracles by rewriting it and using stereo to the full, creating a beautifully slow, pounding soundtrack in the process. The garishly colours in places I could do without and the update is not amazing, but Amiga owners fresh to Freescape, or those eager for more, will find plenty here to keep them occupied for quite some time.

PRESENTATION 87%

Attention to detail on the control panel gives a real 16-bit 'feel'.

GRAPHICS 78%

Faster, but still a touch jerky with brighter, sharper colours which may not be to everyone's taste.

SOUND 84%

Reasonable spot FX which can be swapped for an atmospheric soundtrack.

HOOKABILITY 76%

A bit difficult to get into, but all the old playability is still there

LASTABILITY 80%

A substantial challenge, but no more puzzles than on the 8-bit machines

OVERALL 81%

The Freescape games offer a unique and innovative style of gameplay.

TOTAL ECLIPSE

Microstatus, Amiga £24.99

The latest setting for the Freescape technique is also the most imaginative, namely Egypt in the 1930s. In ancient times a curse was put on



ROBIN

Dark Side comes close in terms of realism but to my mind *Total Eclipse* has a lot better atmosphere – the feeling of being in claustrophobic surroundings with a rhythmic heartbeat can make for a really tense game. Better use of colours and slightly faster gameplay (I think) than in *Dark Side* are blessings although the tune is nowhere near as moody.

▼ Be careful not to use up the torch batteries!



you don't keep your water bottle topped up, you can also die of a heart attack caused by falling off ledges, getting crushed by falling stones and taking too many hits from poison dart traps. If the damage isn't immediately lethal, you can calm your heartbeat by resting (there's an accelerate time feature) but remember the time limit!

As with *Dark Side* there's plenty of 3-D puzzles to be solved, with the addition of plenty of treasure to looted as well.

PRESENTATION 89%

Save/Load option, animated loading screen, detailed border and a helpful instruction book.

GRAPHICS 80%

Fast moving solid 3-D with convincing use of colour.

SOUND 80%

Tension inducing heart beat, sampled gun shot effect and a moderately authentic but limited Egyptian soundtrack.

HOOKABILITY 78%

Easier to get into than *Dark Side* and progress is very rewarding.

LASTABILITY 79%

No improvement in the number of rooms but the atmosphere of the game makes you want to explore just that little bit further constantly.

OVERALL 82%

One of Robin's all-time favourite games.



Once again little is added to the admittedly superb 8-bit puzzles, but just like *Dark Side* moody music and a good instrument panel make it easy to forget that. This is an alluring and challenging game which I certainly enjoyed playing. Being a SF fan I marginally preferred playing *Dark Side*, especially with that superb music and enhanced arcade sequences, but *Total Eclipse* offers an even more substantial challenge. Pity about the price though.

MILLENNIUM 2.2

Electric Dreams, Amiga £24.99

Colonize the solar system and save humanity

One of the most useful ships in the game, but if you don't like it use the far right icon to cannibalize it

Millennium 2.2 is a sort of high-tech Adam and Eve. The human race has virtually been annihilated by a massive meteor smashing into the Earth, and the only humans left live in colonies on Mars and the Moon. As Moon Base commander you've got to 'go forth and multiply' to ensure humanity doesn't go the way of the dinosaurs. Sadly the moon is not the sort of place you can go for romantic walks in the countryside, well not yet at least. Instead you must build unromantic 'nodules' - domed buildings to contain more people - and construct spaceships by which to colonize other planets and moons. To



The main part of the game though, is choosing which items to research and produce. Then when you've got some spaceships where to send them - a voyage to the outer planet takes hundred of days, so it's as well there's an efficient time acceleration feature. Spaceships are particularly useful for ferrying resources from colonized planets back to the Moon, since the Moon lacks various minerals vital for some items.

This strange, and unusual game crosses a relatively simple strategy with an atmospherically presented adventure. The desire to see more of these adventurey bits, combined with slick 16-bit (albeit ST) presentation, make this an exceptionally compelling game. The only drawback is the relative ease with which this £25 game might be completed after around 20 hours play. Nevertheless with such a great atmosphere, and high addiction quota, I for one certainly found myself playing into the early hours until I completed it.



64

No plans as yet, I'm afraid.

update

PRESENTATION 91%

The many menus are attractively presented and a joy to use.

GRAPHICS 88%

A variety of well-drawn sub-screens plus a solid 3-D arcade section.

SOUND 60%

Atmospheric spot effects.

HOOKABILITY 90%

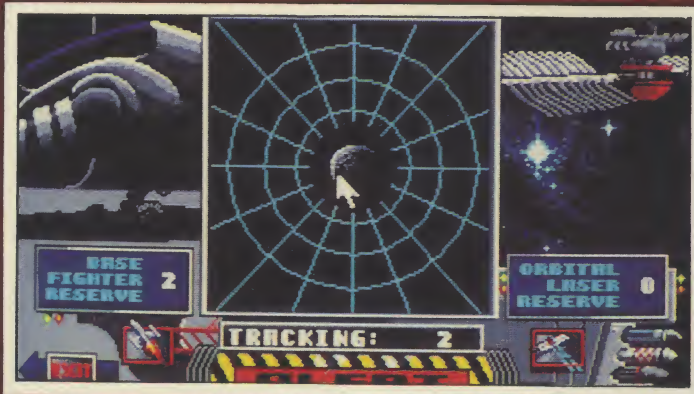
Once you understand what to do, the intense atmosphere draws you in.

LASTABILITY 91%

Such a wide variety of gameplay should keep interest high.

OVERALL 90%

An unusual, compulsive mixture of game styles.



▲ The all-important defence screen - choose between automated lasers and manned fighters

complete the game you must re-establish life on Earth, a task which will take vast quantities of raw materials and scientific research.

Decision-making in Millennium is purely by windows-and-icons; Moon Base consists of seven domes each of which brings up a window if clicked on. The Life Support dome is obviously important, but the window here simply reports how many people are alive and well. Similarly the vital Energy dome window can only be used to select which solar power generator (Solagen) to use. To get a more powerful Solagen you must have the raw materials (turn on the Mining Dome) and construc-

tion plans from the Research Dome. Once you have these you can set the Production Dome to making it. Other items which can be made include orbital lasers and fighters for the Defence dome, and spaceships and probes for the Hanger dome. The Defence dome is obviously

used only when you're under attack. Click on the dome then and radar shows the numbers of enemy ships. Select lasers and defence is handled by computer. Select fighters and one is launched with you in the cockpit. The only arcade section in the game, this has the enemy attacking you one by one, in solid 3-D fighters which zoom in and out blasting away with their lasers.



Like the space virus of Alpha Centauri XII, Millennium 2.2 began to grow on me very quickly upon first playing it, but it is by far more pleasant to experience than the former. The best graphics yet for this type of game (incorporating many other styles of game - from strategy to arcade - an odd mixture), Millennium oozes quality presentation - a damn shame that sound is limited to little more than spot effects (very effective though!). A little slow to start with Millennium quickly becomes engrossing with interesting problems all the way and is easily the best looking strategy cum adventure game for a long while.

**A YEAR AGO THE EXPERTS SAID IT COULDN'T
BE DONE. IT WAS TOO BIG, TOO COMPLICATED.
BUT OUR PROGRAMMING TEAM JUST SMILED AT
EACH OTHER. AND NOW HERE IT IS . . .**

It's here and it's sensational – Domark's latest blockbusting coin-op conversion from Tengen.

Join Major Rock Hardy and Captian Ace Gunn in their battle for supremacy against an army of invading Xybots!

With a split-screen for one or two players and a unique viewing area, you'll find Xybots a challenging strategic blast 'em up.

It's non-stop action all the way and working together in two-player mode is the ultimate fun. Each player controls one character and the split-screen gives each his own playing area. A map shows the section you're battling through and the positions of the patrolling Xybots. And to keep one step ahead, pick up energy pods, super weapons, keys and coins.

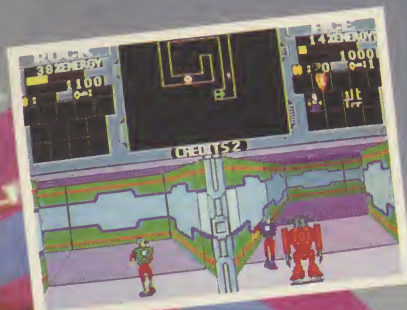
Xybots made a challenging arcade game . . . as a computer game it can't be matched. So grab hold of the controls and help the intrepid duo, Rock and Ace, rid the labyrinth of these metallic monsters!



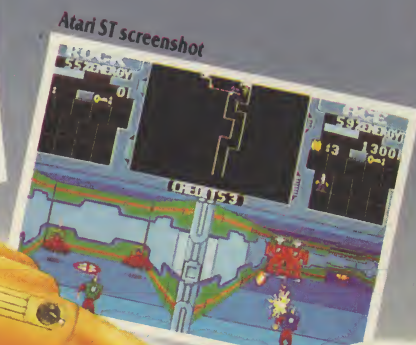
TENGEN

The New Name in Coin-Op Conversions.

XYBOTS



Atari ST screenshot



Atari ST screenshot



Atari ST screenshot



	Cass	Disk
Spectrum	£9.99	£14.99
Commodore	£9.99	£12.99
Amstrad	£9.99	£14.99
Amiga		£19.99
Atari ST		£19.99

Distributed by **DOMARK**

Ferry House, Lacy Road, London SW15 1PR 01-780-2224

Programmed by Teque Software Developments Ltd.

© 1989, 1987 Tengen Inc. All rights reserved. Tengen Inc.



Rainbow Arts, C64 9.99 cassette, 12.99 disk; Amiga £19.99

▼ Aaargh! The revenge of the Beloms (C64).

Beloms aren't exactly vicious creatures. These small furry balls are either masochistic or stupid – they let everyone else kick them around, literally. The beloms are used in the weird sport of Grand Monster Slam where two competitors stand at either end of a pitch, trying to kick all twelve beloms over the other side, the main tactic being to knock your opponent over.

The height of kicks is determined by how long the fire button is pressed, while they can also be aimed left/right. If a player kicks a belom into the



The sick humour featured in **Grand Monster Slam** makes it initially very appealing! But those poor beloms have a hard time of it – I wonder if the RSPCA know about this sport. Presentation throughout the game is very good – the weird computer opponents are especially well animated with some humorous touches. The concept of two competitors, kicking things at each other is reminiscent of the old 'Crossfire' board game, but with the added attraction of being able to knock your opponent over. This simple idea makes the game instantly playable and surprisingly addictive, but the lack of a two-player mode lessens the long-term appeal. And with just the two simple sub-games, there's a general lack of variety in gameplay.



▲ Feed the Faultons by kicking the beloms into their mouths (C64)

crowd, a penalty (taken by kicking a duck!) is awarded to his opponent. If the penalty is successful, three of the taker's beloms are sent over to the other side.

Playing against various computer opponents, you must win three matches to advance to the



Kicking furry things at each other seems a weird thing to do, but it's great fun for a while at least. All the opponents have different abilities, so you need to change your tactics slightly for each one. Having said that, once a basic strategy is mastered it's too easy to progress through the leagues, the main obstacles being the tricky sub-games. To get to final league, four of the six faultons must be fed, and if you fail you must play in the second league again – especially irritating for C64 tape users, as each opponent must be multiloaded in. Still, if you fancy a light-hearted 'sports' game, this is the funniest one yet.

next of three leagues. Between matches, a 'Revenge Of The Beloms' sub-game is played. The overhead view shows the player surrounded by nine angry beloms. They attack one at a time, and a given number must be knocked away with a staff to retain the score from the previous match.

If three matches are won, the player proceeds to another sub-game, Faulton Feeding. Six reptilian faultons sit on progressively higher poles, waiting, in turn, to be fed. The player has a single attempt for each one, kicking a belom into its open mouth. A certain number of faultons (2 on the first level, 4 on the second) must be fed to qualify for the next league.

64

PRESENTATION 67%

The tape multiloading is irritating, but each opponent has a full, humorous description.

GRAPHICS 72%

Only two different pitches, but the players are well animated.

SOUND 65%

A good 'medieval' title tune and informative in-game effects.

HOOKABILITY 80%

The amusing gameplay has you in stitches from the first go.

LASTABILITY 60%

The game is a bit too easy and there's no two-player option.

OVERALL 71%

The appeal may not be long-lasting, but the game is great fun until completed.

Amiga

PRESENTATION 80%

Detailed opponent profiles and options to practise the two sub-games.

GRAPHICS 78%

A lack of scenery variety, but the humorous animation of the players is well achieved.

SOUND 81%

The pounding theme tune and jingles really set a good atmosphere.

HOOKABILITY 82%

Easy-to-understand gameplay and plenty of humour provide instant appeal.

LASTABILITY 58%

Not that much of a challenge to complete. A two-player mode would have been welcome.

OVERALL 72%

Lacking the complex gameplay normally associated with 16-bit releases, but undoubtedly the funniest, furriest sports game ever.



FEDERATION OF FREE TRADERS

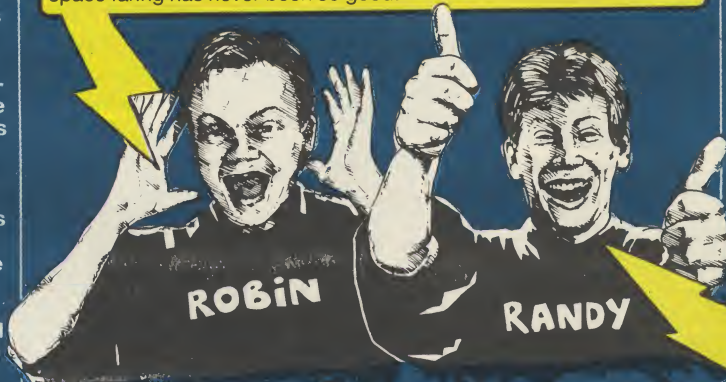
Gremlin, Amiga £29.99

● Gremlin's stunning Elite beater

Centuries in the future the rule of law is in danger of breaking down, endangering trade. To fight the pirates the Federation of Free Traders is formed by a group of mercenary pilots with, as you soon discover, limited results. You're the proud owner of your late father's Hartley Mark 1 fighter and besides travelling the universe, trading and fighting, you can also undertake special missions for FOFT. To be assigned a mission all you need to is go on the Galnet and ask. There are sixteen different types of mission to undertake, ranging from local area patrols to long-haul search and destroy missions.

In between going to mission destinations it's a good idea to get some trading in. The rewards for wheeling and dealing include more powerful star drives, more cargo, extra weapons, offensive and defensive systems for the ship, and more money.

Well this is most ironic as I reviewed the game on the ST for TGM not so long ago. The one problem of agonisingly slow pace in the ST game has been rectified, bringing the game to life with a depth of play that beats *Elite* into the floor (despite the overall similarity). The ships are wonderful to look at, soaring through space gracefully. The presentation of the game is just so slick it's incredible, and with 20 tunes space faring has never been so good.



Launching from the station, your mission dictates which planet in the galaxy to go to. But with over eight million planets why not explore, skim a planet or two (Virus-style) and check out the better prices on the surface? (Later missions require

you to go planet side to rescue people from the surface).

Trading between ships is also possible, and other ships can be communicated with through the local Galnet to strike up deals, exchange information (true or false) and buy or sell illegal

goods. A unique feature is the BASIC style language within the game called SIMPLE. During the final docking sequence with space static ns, SIMPLE can be used to write your own programs and games (maybe not FOFT 2 though!).

Personally, I admired what the programmer had attempted with the original ST game, but it was severely lacking in some areas, most notably the way the player had to deal with hopeless quantities of enemy ships before arriving at a space station. In the Amiga version, however, this little quirk has been rectified along with a few other discrepancies. While *Elite* is an extremely worthy piece of software, it is my opinion that **FOFT** beats it hands down in terms of 'realism', playability and content. After quite a while lost in the software wilderness, Gremlin have got back on the right track.

PRESENTATION 92%

Poster, audio tape, 20 tunes crammed onto the disk and a wealth of very neat effects and graphic presentation.

GRAPHICS 90%

Good, fast moving space ships (32 types in all) which look solid; each significantly different in style from the last. Neatly executed planet sequence too, but there's no improvement over the ST game visually.

SOUND 80%

The twenty (mostly classical) tunes are a welcome bonus although none of them rise above good in quality — the Benn Dalglish tune sadly nowhere near as good as it is on the audio tape.

HOOKABILITY 91%

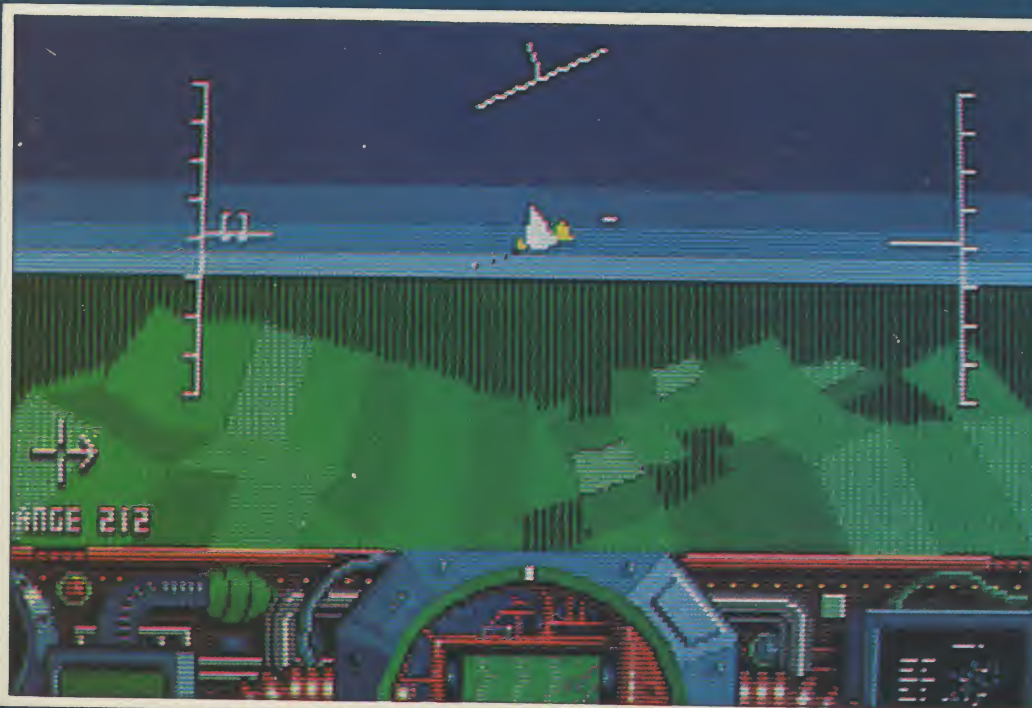
Like *Elite*, the temptation to explore the galaxy is immediately grabbing.

LASTABILITY 98%

... and stays that way as you try to explore the incredibly vast universe, undertake an unlimited number of missions and strive to achieve Admiral status.

**OVERALL
96%**

Better than *Elite* in all respects.





Test



A WICKED

Electric Dreams,
Amiga £24.99

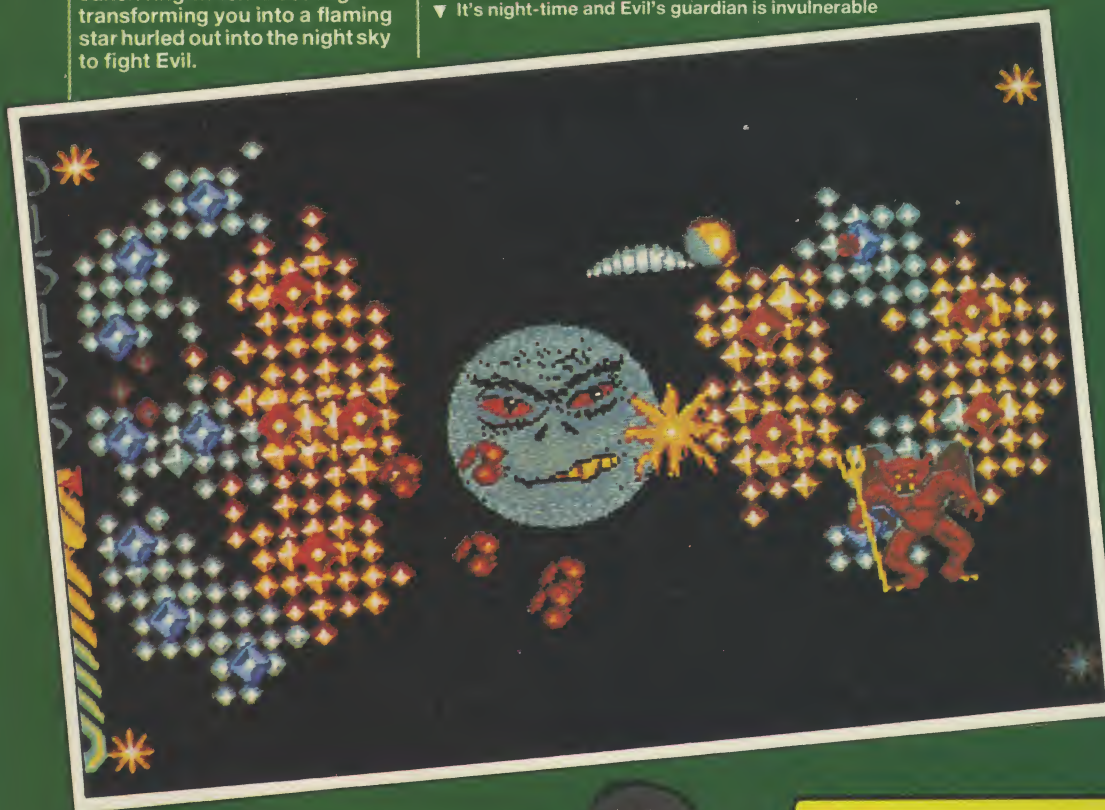
● The most diabolically
addictive game yet?

A beautiful, South American Sun God charm was the inspiration for a game which draws on legends from around the world to present the ultimate conflict between Good and Evil. You have been called into the Palace of the Shining Thrones to meet the Lord of Light. You've accepted the ritual of the ring of flame; your wrists and ankles tied by chains to an oaken ring which is set alight – transforming you into a flaming star hurled out into the night sky to fight Evil.



▲ The Sun God face opens to reveal the Death Tarot card

▼ It's night-time and Evil's guardian is invulnerable



▼ The Eye Of Infinity stares out of the circle of constellations



The game begins with the bloodshot Eye of Infinity staring out at you from the centre of a ring of astrological signs. The first three signs are green, meaning you can travel to Scorpio, Libra or Virgo to battle evil there. The further around the ring you go, the tougher Evil becomes, and if you complete Virgo then a further three constellations are accessible. Once you select a constellation a map unfurls showing the stars which make it up, click on a star and the first battle begins.

On the left of the battle screen is you, a star, along with yellow growth and portals. On the right is an Evil guardian (such as a triple-headed dragon or the Devil) and Evil growth and portals – which are blue. The aim of the game is to eliminate Evil portals by surrounding them with Good growth. It's portals which create growth, and spores which can be picked up and placed to create more portals. Good growth can only surround Evil portals if all the Evil growth surrounding them is shot away. Evil growth, by contrast can replace good growth relentlessly unless kept in check by being shot.

First impressions are often misleading which is certainly the case here. Despite some good sampled sound effects and neat graphic touches, presentation isn't state of the art. Similarly gameplay, which at first seems merely to be whizzing around shooting lots of stuff, looks unimpressive. But once you start playing **Wicked** it really comes into its own, becoming fiendishly addictive. Like all classic shoot-'em-ups simply blasting everything in sight won't get you far, you've also got to work out tactics – often subconsciously – to win. On higher levels, for example, it's vital you use the Good spores to go after certain clumps of Evil growth one at a time. Try to take them all on simultaneously and you'll be overwhelmed. **Wicked** may lack the arcade graphics of games like **Forgotten Worlds**, but it offers the superior arcade experience: unbelievable playability, an enthralling mystical atmosphere and unrelenting action. Buy it now!

SURVIVAL SYSTEMS

Tarot cards are the West's most important system of occult, symbolic knowledge. Originating in Medieval times Tarot is made up of 22 trump cards (the Greater Arcana) and 56 other cards (the Lesser Arcana) from which ordinary playing cards are derived. Like the Chinese I Ching Tarot cards are often used for fortune telling.

In Wicked there are eight cards:

The Sun	Fire in all directions.
The Moon	Attracts Guardian.
The Star	Multiple.
The Lion	Shield.
Tower of Destruction	Increases Evil growth.
Death	Extra life.
Hanged Man	Time limit decreases.
Wheel of Fortune	Good and Evil energy reversed.



▲ Only the brightest stars in the constellation need be conquered to win the level

At the centre of the screen is either a Sun face or the Beast, these alternate to show night and day. Only during the day are good spores created, and the

Evil guardian vulnerable to your shots. On the harder constellations the days become very short indeed.

Once every day and night a Tarot card appears on the central face and a crystal flies out – what you get by collecting it depends on the Tarot card. Learning to read the cards is vital if you want to defeat Evil before time runs out. If you find the standard game too difficult, then you can also choose to play either a Tactical or Arcade version.



While the graphics are little more than average with spot effects to match, gameplay is so addictive this is of negligible concern. To match the Tarot atmosphere the music is mean, moody and superb (well, I thought so). The difficulty level is so well crafted you don't notice the tension building up. The pace soon gets ever more frantic as evil spores erupt all over the place with total disregard for my blood pressure (anyone got past Pisces yet?). Wicked is well wicked! (Sorry, I had to say it.)

PRESENTATION 92%

Spooky intro tune and a good, animated explanation of the game.

GRAPHICS 85%

Extremely effective, lots of nice touches but overall not superlative use of the Amiga.

SOUND 90%

Church bells when you complete a constellation and ominous 'om' sound FX help establish an eerie atmosphere.

HOOKABILITY 92%

Starts off relatively easy, but soon gets tougher.

LASTABILITY 92%

12 constellations plus three different versions of the game make for a substantial challenge.

OVERALL 92%

An incredibly atmospheric, original and extremely playable shoot-'em-up. A classic.

A THE REAL GHOSTBUSTERS

Activision, Amiga £24.99

New York City is under siege from paranormal pests and once more it's the decidedly low-rent Real Ghostbusters who come to the rescue in their converted ambu-

also collect various special objects to give a shield, super bullets and Slimer – the friendly green ghost which will circle around you killing enemy ghosts.



▲ The white ghosts are harmless, the rest aren't



STU

The basic gameplay is potentially good, but spoilt by terrible execution. The graphics are embarrassingly bad, the sound mediocre, and the collision detection decidedly dodgy. In two-player mode the size of the characters, and the fact that they can only move in about half of the screen, makes for even more irritation. I'd hoped for an arcade perfect conversion on the Amiga, sadly this most definitely isn't it.



ROBIN

The Data East coin-op has proved an elusive beast on the UK shores. I wouldn't be surprised if it's hiding in an attempt to disown itself from what must be the worst Amiga coin-op conversion yet (and this from the makers of Elite). The graphics are disappointing and very poorly animated. Sound is adequate, but the collision detection is appalling – tempting you to throw your Amiga out the nearest window. Don't! It's just this game. Avoid it and know true happiness.

lance. First stop is the rooftops of the famous Manhattan skyline, after that it's nine more levels of ghoulish mayhem in increasing bizarre environments. Either one or two players can take on the hideous ghosts, and scrolling is multi-directional. You can choose one of several, ghost infested routes to the end-of-level guardian which must be defeated to complete the level.

Your armament is a gun and proton beam. Both can be used to destroy ghosts but only the proton beam can collect the harmless white ghosts which appear when their physical forms are destroyed. If you have 50 ghosts at the end of the level you get an extra life. You can

PRESENTATION 26%

Thoroughly mediocre.

GRAPHICS 23%

An Amstrad CPC could do better.

SOUND 30%

A banal rendition of the famous tune.

HOOKABILITY 24%

Abysmal collision detection, no sense of 3-D and lousy presentation make for immediately frustrating gameplay

LASTABILITY 29%

10 levels, but you're unlikely to want to complete them

OVERALL 26%

A very scary product indeed.



HEY AMIGOS GET MORE WITH AMIGAS!!
In future advertisements Harwoods Hombre will feature SPECIAL OFFERS or NEW PRODUCTS but unfortunately he's got no name...

Send us your suggestions and the winner will receive

A PRIZE OF OUR FIRST FEATURED OFFER FREE!!!

HARWOODS POWERPLAY

POWERPLAY PACK 1

Our SUPER VALUE POWERPLAY PACK 1 offers you the chance to buy your Amiga A500 with **ELEVEN GREAT GAMES FREE** to start you off right. Not only that, we also include **ABSOLUTELY FREE**, a Mouse Mat, TV Modulator and a Tutorial Disk. This adds up to an **AMAZING AMIGA SAVING OF £264!!!**

FREE STARTER PACK

- Sword of Sodan
- Hellbent
- Power Struggle
- Quadralien
- Project
- Mouse Mat
- TV Modulator
- Spitting Image
- Strike Force Harrier
- Winter Olympiad
- Backlash
- Stargoose
- Tutorial Disk

WORTH £264

(N.B. Certain games require a joystick)

ONLY...

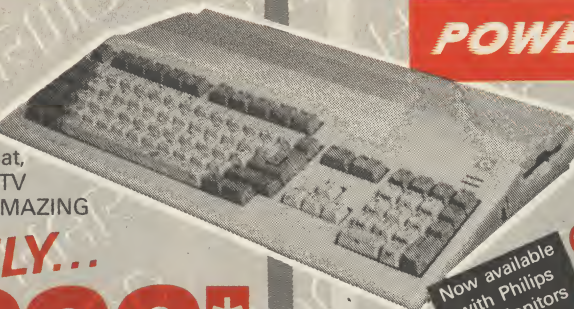
£399*

Or just £19.09 monthly

SAVE EVEN MORE WITH ONE OF OUR

4.

POWERPLAY PACK 2



If you thought Powerplay Pack 1 was good value just look at our Powerplay Pack 2!

Only

£599

Now available with Philips CM Monitors **PHONE FOR PRICES!**

PACK 2 contains the super "Powerplay Pack 1" plus a CBM 1084S colour monitor - See those games, Hear those games **WITH ADDED REALITY!**

(N.B. Powerplay Pack 2 doesn't include a TV Modulator)

GRAPHICS HARDWARE



MINIGEN

Add computer graphics to your own videos easily!!! Connect to your Amiga's RGB port and domestic video equipment to mix graphics and moving pictures

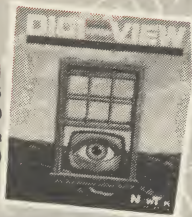
MOVIE MAGIC AT ONLY

£113.85

DIGIVIEW GOLD

Digitise static colour images in IFF format at all resolutions from 2 to 4096 Colours up to 640 x 400 Pixels (Requires video camera or video with clear picture pause)

ONLY £129.95



POWERPLAY PACK 3

Take our Powerplay Pack 2 and add (to your choice) a Citizen 120D **OR** CBM 1230/1250 Printer for that COMPLETE AMIGA HOME ENTERTAINMENT SYSTEM

only...
£749

POWERPLAY PACK 4

Take our Powerplay Pack 2 and add (to your choice) a Citizen 120D **OR** CBM 1230/1250 Printer with "The Works" integrated Professional Software instead of Powerplay's games

WE MEAN BUSINESS AT JUST
£749

—ACCESSORIES—

MICROBLASTER JOYSTICK

New, Sturdy, arcade quality, fully microswitched, normal & rapid fire - 12 Mth Warranty

TAKE CONTROL **£12.95**

ZIPSTICK SUPERPRO

Professional quality with that "Perfect Feel", autofire 12 Month Warranty

£18.95

—BLANK MEDIA—

BULK DISKS (Prices per 10 disks)

3.5" DS/DD **£9.95** - with library case **£10.95**

Commodore



Higher Quality, Lower Price

The Original Diskette
High quality branded media, fully guaranteed
SUPERB VALUE...
Box of Ten 3.5" DS/DD
Only £14.95

WHY BUY FROM HARWOODS?

ORDERING MADE EASY

ORDER BY PHONE - Simply call our 24hr Hotline using your Access/Visa or Lombard Charge Card.

ORDER BY POST - Make cheques, bankers-building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS (N.B. Personal or business cheques require 7 days clearance from date of receipt before despatch)

PAY AT YOUR BANK - If you wish to pay by Credit Giro Transfer at your own bank, phone for details

FREE POSTAL DELIVERY goods in UK Mainland (5-7 day delivery) **OR COURIER SERVICE** - Add £5 per major item next working day delivery UK Mainland (Orders normally despatched on day of receipt of payment or cheque clearance)

COMPARE OUR SERVICE

After you've purchased from Harwoods we'll still be here to completely satisfy you should any problems arise.



12 MONTH WARRANTY - If goods prove to be faulty within 30 days of purchase they will be replaced with A NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made **FREE OF CHARGE!**



COLLECTION FACILITY - Any faulty computer or monitor will be collected from your home **FREE OF CHARGE** within this Guarantee Period!!!



FULL TESTING PROCEDURE - All computers are thoroughly tested prior to despatch.

CREDIT TERMS

Gordon Harwood Computers are licensed credit brokers and facilities to pay by credit are offered for most items.

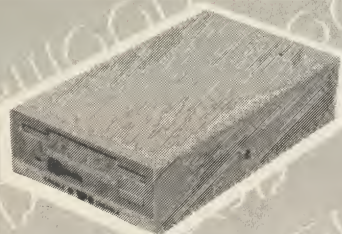
12-36 month HP terms are available (subject to status). Just phone us and we will send you details along with an application form. (Applications are required in advance)



Examples quoted are based on 36 months with no deposit.

WOOD'S Portfolio

A5B
To help us process
your order, please quote
this number along with the
Dept code shown in the address block.



DATA STORAGE DEVICES

30 MEGA BYTE HARD DISK

Real power for your Amiga, connects directly through sidecar expansion bus. Ultra reliable, built in power supply & fan, styled to match your Amiga.

NEW

**MEGA STORAGE
AT ONLY
£399**

(includes 12 months replacement warranty FREE, optional 24 months available)

CUMANA DISK DRIVES

All Cumana drives feature enable/disable switches, 1 meg capacity, compatible with A500, A1000, A2000 and PC1.

2nd drives powered from computer,
3rd drives have internal power supplies.
(5.25" drives are 40/80 Track switchable)

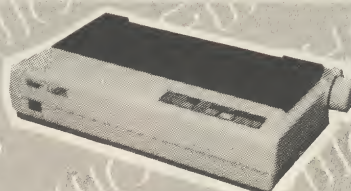
CAX 354-3.5" £99.95
2nd drive

CAS 354-3.5" £124.95
3rd drive

CAX 1000-5.25" £129.95
2nd drive

CAS 1000-5.25" £139.95
3rd drive

**SAVE MONEY
SAVE DATA!**



PRINTERS

Our range of 9 Pin dot matrix printers include the following features. . .

Standard centronics parallel port for direct connection to Amiga, PC's, ST, Archimedes etc; Tractor and friction paper feeds.

CITIZEN 120D FULL 2 YEAR WARRANTY
Very reliable low cost printer, interchangeable interfaces available for RS232 or Serial type for CBM 64 etc. £149.95

COMMODORE MPS 1230/1250
Both supplied with dual interface, ideal for C64/128/16/+4 or Amiga etc. £149.95

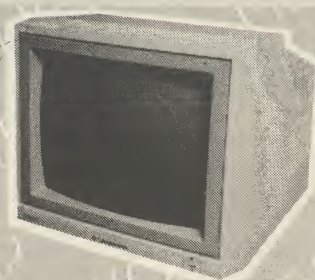
COMMODORE MPS 1500C
High quality colour printer manufactured by Olivetti, Epson JX 80 compatible £199.95

STAR LC 10
Multiple font options from front panel, excellent paper handling £199.95

STAR LC 10C
Colour version of the popular LC 10 allowing the effect of full colour on screen dumps £239.95

FREE! PRINTER CABLES

To connect to a variety
of computers
(Please state type when ordering)



MONITORS

COMMODORE 1084S

Manufactured by Philips, 14" High res. colour, Stereo Speakers, Allows full use of your Amiga's 80 column text display and High Resolution or Multi-Colour Graphics Modes.

**AMAZING
VALUE
AT ONLY £229**

PHILIPS CM 8833

14" Stereo colour monitor with Green Screen Switch - Better clarity of text.

**SUPER
SAVER
AT ONLY £239**

FREE LEADS!

1084S - Supplied with leads for Amiga, C64, C128 and standard colour IBM PC compatibles.
CM 8833 - Please specify your computer for correct FREE connection leads.

SOFTWARE

AEGIS VIDEO TITLER
for use with Genlocks
such as MINIGEN £99.95

WORKBENCH 1.3
Latest version of Amiga
OS with many additional
features £14.95

THE WORKS
Integrated w p, mailmerge,
spreadsheet, pro database
multicolour graphics £79.95

BBC EMULATOR SOFTWARE
BBC Basic at six
times the speed £49.95

HARDWARE UPGRADE COMMODORE A501 RAMPACK

Now you can see those extra
features in your software such as
enhanced graphics, better sound
etc. Extra 512K RAM
& Real Time Clock

£139.95



24HR ORDER LINE - 0773 836781

VISIT OUR SHOWROOM

Please call and see us; we will be only too pleased to demonstrate the entire range of amazing Amigas and a host of peripherals, accessories and software.

**REMEMBER WE ARE NOT JUST
ANOTHER MAIL ORDER COMPANY**

All prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT & Postage are included and are correct at time of going to press.

E. & O.E. Offers subject to availability and are currently advertised prices.



**GORDON
HARWOOD
HARWOOD
HARWOOD
Computers**
OFFICIAL COMMODORE BUSINESS CENTRE

GORDON HARWOOD COMPUTERS
DEPT ZAP : 69-71 HIGH STREET
ALFRETON : DERBYS : DE5 7DP
Tel: 0773 836781 Fax: 0773 831040

The PREVIEWS

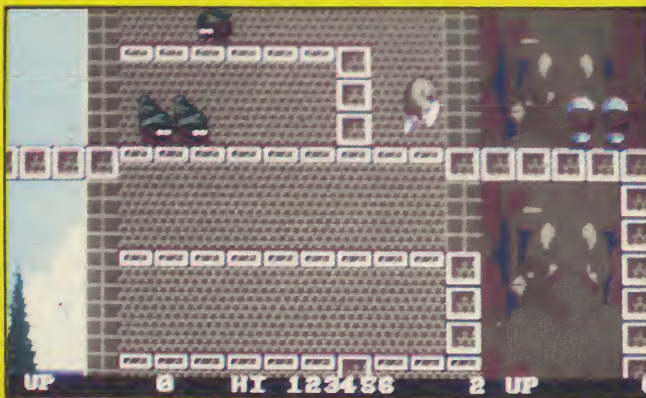
Brought to you by the mystery holiday cottage arsonist

THE NEW ZEALAND STORY! (Ocean)

Ocean, the masters of arcade licensing and good friends of coin-op producers Taito are going flat out to cram kiwis galore into the Amiga and 64 in the crazily named *New Zealand Story*, one of the most playable coin-ops around since the likes of *Bubble Bobble* and that's certainly saying something.

Set in (where else but?) New Zealand, *Story* kicks off with Big Bad Blue, the enraged seal from the North, kidnapping hordes of aimable kiwis – the boulder! The sole survivor of said kidnapping, a cute fellow by the name of Tiki, seeks revenge by going out to rescue his mates and mattresses from each island.

Super Mario Brothers/Giana Sisters playability follows as Tiki hops from ledge to ledge, climbs vertical platforms and avoids often equally cute foes in the multi-way scrolling levels. Tiki is armed with a bow and arrow and can steal hover pads from the enemies, use an aqualung or go up in the world in a hot air balloon. Cats, flying squirrels, snails, wooden dolls and other *Bubble Bobble*-esque types all make a deceptively deadly appearance. The objective? rescue those Kiwis!!



▲ Kiwis go crazy on the Amiga

We've seen the first five levels of the Amiga version and comparisons with the coin-op are immensely favourable (look for yourself will you!). The programming team Choice are on the Amiga case while Richard Palmer (programmer of Ocean games galore including *Platoon* and *Daley Thompson* on the 64) is doing the 64 version. Both versions already look set to be on top coin-op form. Multi-load will inevitably pop up with each level but that's a small price to pay to have such a playable and fun game to while away the hours with.

If you can bear to take on the persona of a yellow featherball himself taking on very sweet creatures, you won't be disappointed – come to think of it this one may well convert a lot of hardened joystick junkies. *The New Zealand Story* is planned for early July, at £24.99 on the Amiga, and £9.99 on 64 cassette, £14.99 disk. Move over Bub and Bob, Tiki is here!

SYSTEM 3

Just far enough from the smog of the Big City (33 mins by Tube to be precise) resides Pinner – home to not a lot bar System 3, one of the top software houses with the 64's well-being at heart. Four titles – *Dominator*, *Vendetta*, *Tusker* and *Myth* are planned.

Dominator is the leader of the pack and isn't a couple of million light years away from *R-Type* in ideas. This time it looks like final curtains for Earth as a massive (we are talking HUGE) voracious space creature is eyeing it for lunch.

The ultimate mission is to get inside the creature and destroy its vital organs before Earth gets gobbled. Shoot-'em-up territory if we're not mistaken.

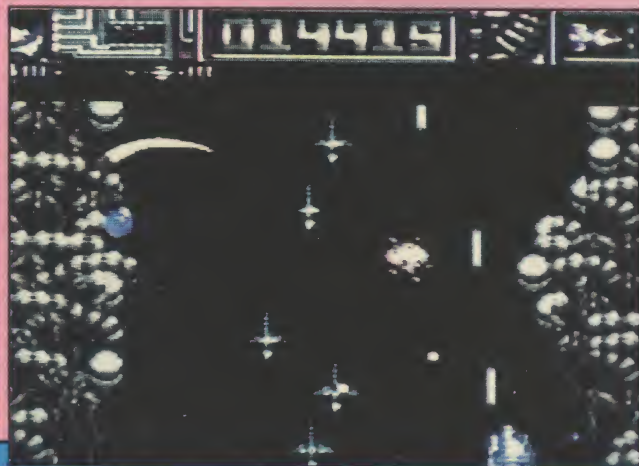
Scheduled for imminent release on the Amiga and 64, *Dominator* is looking really good. Combining both horizontal and vertically scrolling levels, *Dominator* is one tough son of a space-alien with Dokk-inspired graphics going all the way to capture the atmosphere of inner-space battles. *Fantastic Voyage* was never like this – there are more brains, maggots, honeycombs, organic 'globules' and bloody creatures than you can shake a bottle of plasma at.

The mission begins in one of the vertical biological canals leading to a pulsating heart. In this first section the graphics are beautifully shaded with fangs, alien slime, biological defences and pulsating eyes to destroy.

Dominator subsequently switches to horizontal action and back for a trip through honeycombed food centres, neatly animated pulsating alien growths and oddly, high-tech levels, all superbly detailed (look out for the Frog and the brain). And all this to defeat with nothing more than auto fire guns, front and rear firing lasers, speed ups, drones and smart bombs.

Vendetta follows up *Dominator* with a return to the *Last Ninja* style as a modern day hero sets out to rescue a kidnapped girl from terrorists. The game is set in four regions including a tank depot and the airport. Also included is a 3-D racer screen with the hero driving an

▼ Battling toward the heart of the vertically-scrolling level one in *Dominator*.





armed Ferrari F40 to the next level. The graphics are slightly improved over *Ninja* and this looks set to be one real good arcade adventure.

Tusker follows in the 3-D style but set in ancient temples, jungles and caves as the Indiana Jones-style hero searches for the fabled Elephant's Graveyard in a last crusade (topical!).

Very little is known about the Christmas release *Myth* other than it's a multi-way scrolling platform action game steeped in mythology with Medusas, Chimeras, skeletons from Hell and other classical creatures to defeat.

▼ (l-r) Dokk, Duncan Meecham, Douglas Hare, Stan Schembri, Adrian Cale, Mark Cale and Jason Perkins.



The Heart Of The System 3 Team

Name: Stan Schembri (Stan for short).

Age: 23

Job: Very talented programmer (so it says here!).

Track Record: As long as your arm and most of it for Palace (eg *Rim Runner*, *Cauldron 1 & 2*). Now working on *Vendetta* on the 64.

Quote: "I wouldn't suck it." (Make of that what you will!).

Name: Douglas Hare

Age: 21

Job: Programmer and full time haggis eater

Track Record: Previously programmed Firebird's *IO*, now working on *Vendetta* and conversions to the Konix Slipstream.

Quote: "Anymore and it would be illegal." (!)

Name: Dokk (as he likes to be known)

Age: 20

Job: Graphix and all things sprites.

Track Record: Very familiar indeed to CompuNetters with a hell of a lot of artwork on the 'net. Working on the graphics for *Vendetta*.

Quote: "I've got no friends, no friends at all." (Poor lad).

Name: Jason Perkins

Age: 21

Job: Programmer who isn't paid enough (thank you Jason for that description!).

Track Record: A stint at the big boys Commodore, his own small software company Merlin,

coder of *Thing On A Spring*, *Thing Bounces Back*, *Bounder* etc. Programmer of *Dominator*.

Quote: "Lovely jubbly." (Where have we heard that one before?).

Name: Duncan Meecham

Age: 24

Job: Graphix as well.

Track Record: Relatively green around the gills (or so he decides to tell us) but currently working on *Tusker*.

Quote: "Thanks for the money." (Best quote yet).

Name: Adrian Cale

Age: 22 (nearly 23)

Job: Operations Director

Track Record: No real background in the field but has been a silent body in the company for quite a while. Involved in marketing, presenting, packaging and all things operational to do with the products.

Quote: "No time for dancing, chiefly." (It makes sense when explained, believe us!).

Name: Mark Cale

Age: 25

Job: Managing Director

Track Record: Formerly a photographer in a very fashionable Covent Garden studio, ace arcade/computer games champ, dabbler in programming Atari 800XL games. In command of System 3 and 'knows what he wants' from the games.

Quote: "Only the best will do" or "Have you paid to see my Ferrari?"



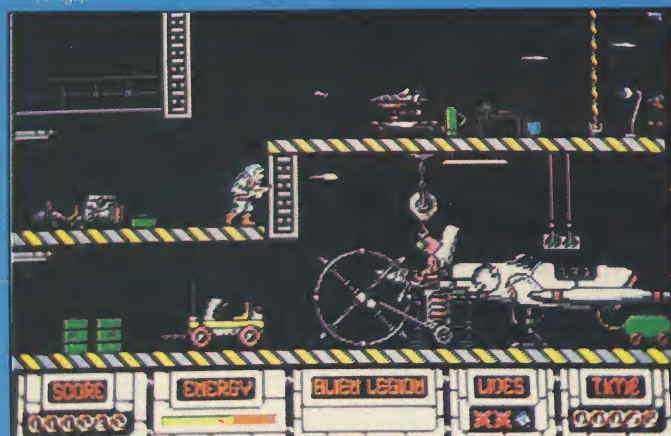
▲ Blitz those nasty Nazis in a World War 2 Lancaster semi-simulator from Actual Screenshots. The 'semi' means all that's simulated is the *Tail Gunner* bit (Amiga).



▲ Neutralise those baddies in the second product from the Tengen package; *Xybots* (Amiga). The first product, *Vindicators*, reviewed next month.



▲ Antics on *High Steel* but with some strange fellow workers around (Amiga).



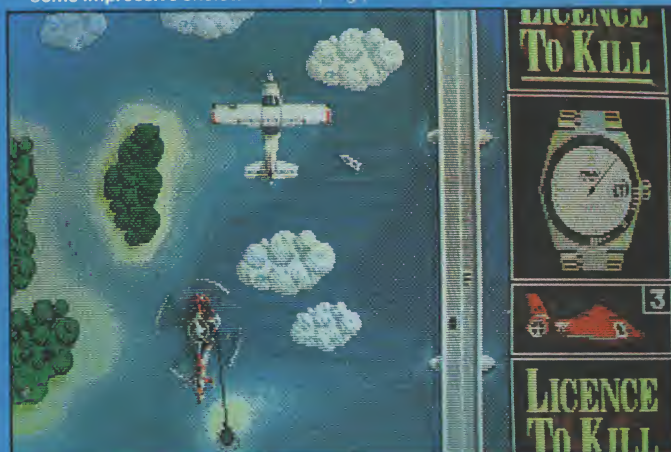
▲ More (Amiga) alien annihilation, but a whole *Alien Legion* of them this time from Gainstar.



▲ More SSI/AD&D creature action in *Curse Of The Azure Bonds*. That shambling mound reminds me of my shagpile carpet. Coming very soon to your C64.



▲ From the makers of the evergreen *Sword Of Sodan* comes *Targhan*, sporting a macho *Rastan*-esque main character and some impressive skeletal lizards (Amiga).



▲ Is Timothy Dalton really going to quite Bondage after *Licence To Kill*, or is it a Roger Moore-type tactic for more dosh? (Amiga).



▲ The old forty-footer hasn't quite got a personal grudge yet (three more *Jaws* films to go until that) but for now Brody, Orca and any passing cruise liner will do for lunch in Screen 7's nearly finished game-of-the-film (Amiga).

**THE MOST EXCITING
FILM OF THE YEAR
NOW FOR AMIGA & ATARI ST**

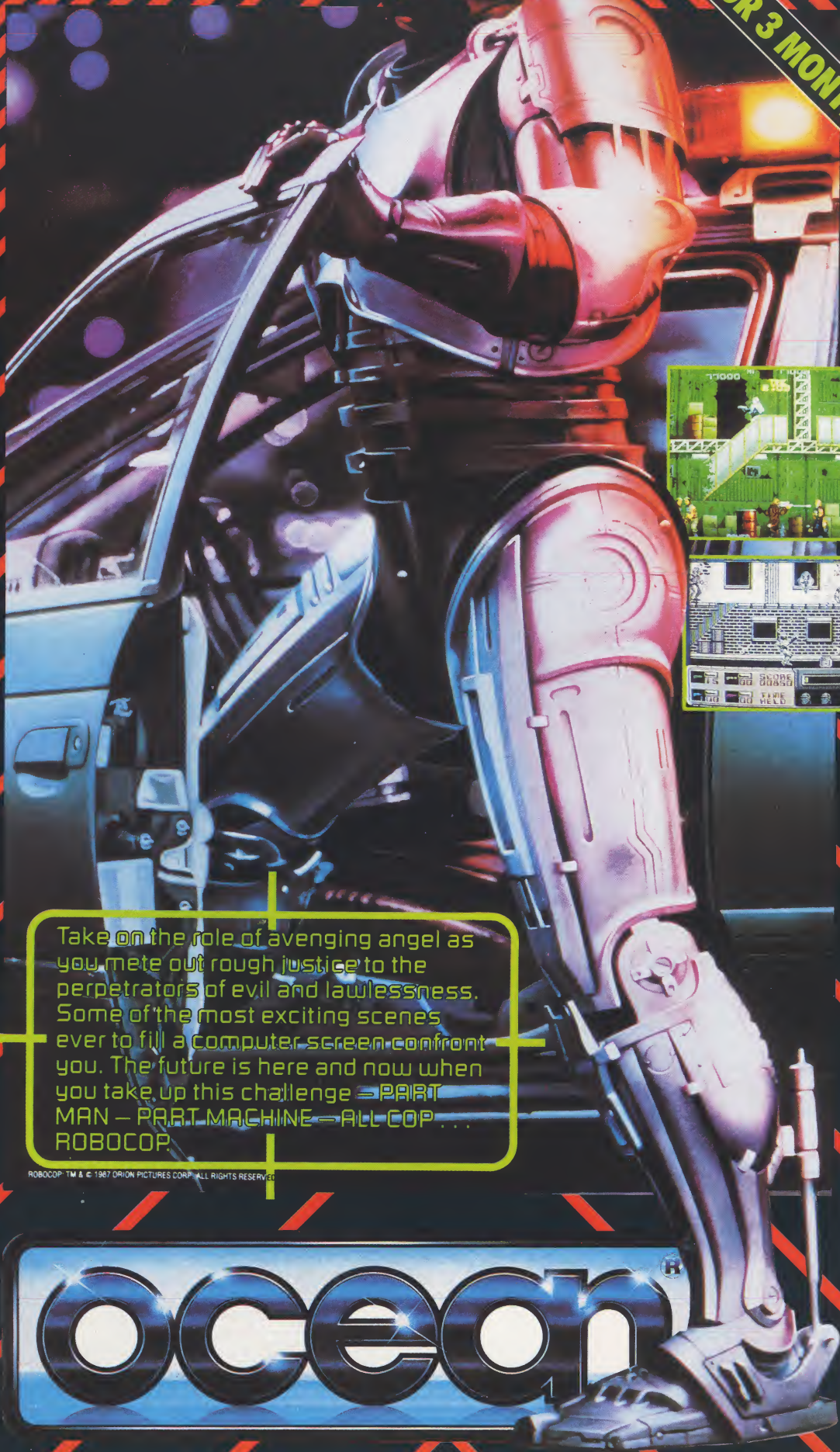


"This is definitely
the best film tie-in
to date, and is an
utterly superb game in
its own right—don't miss it."

NO.1 FOR 3 MONTHS!

ROBOCOP™

THE FUTURE OF LAW ENFORCEMENT



Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge — PART MAN — PART MACHINE — ALL COP... ROBOCOP.

ROBOCOP™ & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED

AMIGA
£24.99
ATARI ST
£19.99

ocean

NOW IS THE TIME TO TAKE ...

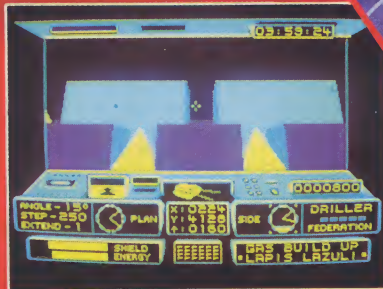
Special

5

**ALL-ACTION
CHART-BUSTERS
JAMMED INTO
ONE SPECIAL PACK**

DRILLER

SOLID 3 Dimensional
Landscapes like you've
never seen before. Thanks to
Freescape - it feels like you're
actually there. Interact with weird
alien mechanisms, avoiding the
Ketars Defences and gain access to
the many sections of the Moon,
Mitra. Experience Driller and Freespace
in action ... "A NEW 3 DIMENSIONAL
REALITY!" CRASH.



S.D.I.

"The graphics are great with
fast flowing backgrounds and
smooth, speedy sprites. I now
know what I would do if the
five minute warning went off
... I would play S.D.I." F.A.B. -
COMPUTER GAMES WEEK.

A M S T R A D
C O M M O D O R E
S P E C T R U M
£ 1 7 . 9 9
D I S K

SOLID

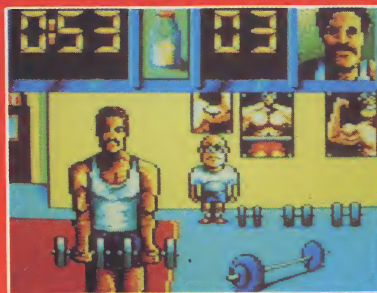
**NOW
THE ODDS
ARE EVEN**

DALEY THOMPSON'S OLYMPIC CHALLENGE



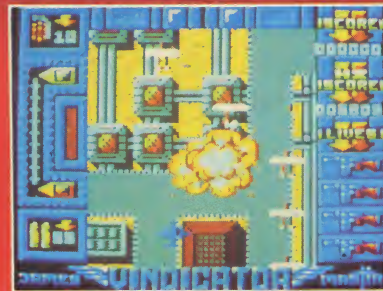
DALEY THOMPSON'S OLYMPIC CHALLENGE

"Excellently animated with
some great back-drops ... Daley
Thompson's Olympic Challenge is
first rate ... another gold
medal winner from
Ocean."
A CRASH SMASH - CRASH.



THE VINDICATOR

"If you've spent hours developing your
trigger finger here's a game to put it to the test ...
it's all action" CPC SILVER AWARD - CPC
COMPUTING "each level has a high standard of
graphics ... The Vindicator is an excellent game." CRASH.



CAPTAIN BLOOD

"To sum up - Bloody excellent."
"The graphics and sound are
excellent ... an intelligent
strategy game."
YOUR SINCLAIR

A M S T R A D
C O M M O D O R E
S P E C T R U M
£ 1 2 . 9 9
C A S S E T T E

ocean

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS
Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650